

THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC

MOST POWERFUL, FRIENDLY AND FEATURI

- TURBO LOADER Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- INFINITE LIVES GENERATOR Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- PROF MACHINE CODE MONITOR Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- SPRITE CONTROL Freeze the action and view the sprites - watch the animation - customise your games kill sprite collisions.
- FREEZER FACILITY Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- DISK COPY Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

- TAPE TURBO This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- FAST FORMAT Format an entire disk in about 10 seconds - no more messing about.
- PRINTER DUMP Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very
- CENTRONICS INTERFACE For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- SCREEN EDITOR Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- EXTENDED TOOLKIT Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.











GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size SPRITE EDITOR - A complete sprite editor helps you to create or

edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID ...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. THE CARTRIDGE KING! COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Date! Electronics Ltd., neitner condones or subvarises the use of it's products for the repr

of copyright material.

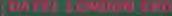
The backup facilities of his product are dissigned to reproduce only software such as Publiconsin material, the users own programs of software where permission to make backups to been clearly given.

It is flagal to make copies, even for your own use of copyright material, without the clear permission of the copyright owner, or the becomes thereof.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS ROERS NORMALLY DISPATCHED WITHIN 48 HIS. ALL CHEQUES POSTAL ORDERS MADE PAYABLE TO.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND, FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324





222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 5806460



'Slug' it out with the Codies' latest classic.

OVER THE NET

You'll really dig this smashing beach volleyball sim.



ALT HONEY CHANGE CHIES CHOS DRUP CARES 10 7 COVER GIRL POKER

We keep you 'abreast' of the facts and give you the 'bare' essentials.

G-LOC

Great - Lively Original Creation or Garbage - Load Of Cobblers? Now's your chance to find out!





Liver lickin' stuff on Page B

For the number one bestest brilliance in C64 gaming, get in with the grooviest segment shedder in the business and check out our fab Mega Tape

- Emlyn Hughes First division footie... fantastic!
- Hocus Focus Snap happy chappy in a floppy (oh shut yer trappy!
- Black Knight Part 2— Got the first part done OK? Good here's more of the same!
- Turbo Tortoise Demo playable preview of Hi—Tes's herpetological hoffering, guvnor!

Manchester United Black Hornet Millenium Warriors **Castle Master** Myth Cover Girl Poker **Over The Net** Dizzy Down the Rapids Dragons Of Flame Puzznic Seymour Goes To Escape From The Planet Of The Robot Monsters Hollywood Sty Spy Soccer Rivals G-Loc Ivan'Iron Man' Stewart's Super Off-Road Racer Steg Turrican II

ZZAP! ZONE

Is that a chin I see before me? Not if you're looking at Steve it isn't! (Outside NOW, sunshine! - Ed)

6 STUFF

Another one bites the dust - and I don't mean Freddie either! Read all about Turbosoft's demise.

8 TAPEWORM

Inside every plastic casing there's some great games struggling to get out.

14 COMPO

Win a mega-supa-dupa... No, I won't spoil the surprise, but just wait till page fourteen

16 SOCCER ROUND-

It takes brains as well as balls to make a good soccer game - Phil King has

20 PREVIEWS

A great way of finding out what'll be in next month's ZZAP!

23 READERS AWARDS

Did your tave game win? Do you give a flying fart?

24 LETTERS

Your kontroversial komments on ZZAPI, Miss Whippie, and the omnipresent Lucy Hickman.

30 HI-SCORES

At last - a page that hasn't got lan Osborne on III

32 CORKY'S COIN-OPS So that's where he spends all his wages! I wondered why our local arcade owner drives a Rolls-Royce...

36 FLASHBACK

Corking rereleases at pocket-money prices!

44 IT'S CORKY!

He's back, with more tips than a topiess. Waitress

SD BASH YER BRAINS! Check out this month's adventure column or he will

65 PO FILE

More cheapo Public Domain software on

66 NEXT MON I bet you can hardly wall!

■ ZZAP! 64 No.85 ■ June 1992

Feetball, Love it or hate it,

veryone seems to have u svourite team. Whether It's one of the top clubs like Liverpool or Loods or a lesser side like Azarington Stanley or Man United, dsere's nothing like cheering on your feam and screaming blue munter at the 'blind' rel. So, who do the ZZAPI crow support? (Apart from each other after functions outland meetings in the lines & Ferret...)

LUCY HICKMAN — MANGUNG EDITOR

Football? FOOTBALL??? You cannot be serious! At The risk of allenating most of our readers -THATE THE GAME! ('S'okay, I'm only joking

— had you going for a minute there though, didn't I?) I got really into World Cup '90 — I never can resist seeing a grown man cryl I guess my lave team has to be Nottingham Forest (such attractive shirts, don't you think?). But the main reason for mis choice is my passionate, unwavening adoration of Brian Clough - Wolte man! I mean his charisma, charm and articulate manner are just too much ...

Sung to the tune of Que Sera Sera (aren't they all?): When I was a little lad, I asked my mother 'who'll be my team? Will it be Millwall, or will it be Spurs?' and here's what she said to me: 'Son, you're a West Ham fan and that's the way you'll stay. You'll follow the Hammers wherever they play until your dying day!

Odd really, since I've always favoured Fourth Division Cardiff City. Just goes to show, life's a funny old game, innit?

PHIL KING - DEPUTY 'DAWG' ED

Being born and bred in Ludlow. my favourite team just has to be... Leicester Cityl Don't ask me why. I often ask myself the same

question! They've been yo-yoing between the First and Second Divisions for as long as I can remember - at the time of

Over 'ere son, on the

My old man said be a Swansea lan but I said bog-off. cobblers you're a fart! Yep, the soccer season is well underway here at ZZAPI Towers (Brian), with dozens of dodgy football chants rebounding off the weedwork, and more than a few touts being awarded near the drinks machine — Oi, did you spill my coffee? Well stilch that, pall And if the language has become a little colourful, well, it's only a reflection on the state of the mag. Go on, have a flick through. Full colour on every page! Dazzling.

What with the excellent Emlyn Hughes International Soccer on the Megatape, and a ripping round-up of every footy game released for the C64 (not to mention a clutch of spitting soccer videos to give away), we think we can be excused the odd cry of Googoaaaaal though, Yes, you've certainly scored a winner this month, tolks, I hope you're over the moon about ill

The issue's not totally devoted to scorching soccer action however (huge sighs of relief from the two-left feet brigade), as there are more than enough non-sporty releases coming out to keep any forty-rags-a-day fan happy. From arcade games to text adventures and back again — via a handful of sims and the odd platform caper — we've got the lot between these hallowed covers. So, that's enough from me (thank God! — the rest of The Team). I'll leave you to enjoy the rest of the issue. Now for just one more go at beating Phil at that bloomin MicroProse Soccer.

Steve Shields (Editor)

writing, they're well on their way to the Premier League. City have had more than their fair share of great players: Gordon

MARK CASWELL OFF NIS ED

Nowadays I can't bear

anything to do with football, kicking an air-filled pig's bladder up and down a muddy pitch ain't my idea of fun. 90 minutes of torture is what I'd call it, especially when you get the likes of Jimmy Hill (strokes chin in very sarcastic manner) commentating. But when I was a nipper (about the time when football was invented), I did support my local team Slough FC, and Tottenham Hotspur, Football, you can stick it up your... jumper as far as I'm concerned.

BALLS

For my money.

the worst team in the world has to be Birmingham City they're crap! Rumour has it that last season their manager dressed a dozen tailor's dummies in Aston Villa strips for his fearn to practise their passing and dribbling skills. By half-time trie Villa were two-nil up! They're planning to turn their ground into an all-seater stadium when they can find a three piece suite cheap enough — the only way they'll raise the money is to turn their pitch over to growing cabbages and start a fruit-and-veg, stall on Birmingham market selling rotton fruit!

MARK KENDRICK -ED CASE

What's football?

Oh, yeah that's it! 22 players kicking a leather sphere up and down a big plece of grass! Personally I reckon it's a sport strictly for lager louts! Having said that, though, my brother supports Aston Villa (Hi Stew you mad get!), and he reckons they're brill. Then there's little Jimmy Morley (Claire's little brother) who loves Liverpool to death. It's sad, Isn't It?... that people's heroes are just a bunch of pansies who get paid extortionate amounts of money for kicking in a poor ball who hasn't done anyone any harm! Shame!

Banks, Peter Shilton, Gary Lineker, Alan Smith, Gary McAllister, Mike Newell — pily they sold 'em all Anyway, I'd always believed great minds thought alike, until I found out that SEGA FORCE's Paul 'If the cap fits, it's a miracle' Mellerick supports Leicester too!

Managing Silitor Locy (Hicky, Hickman, Editor Steve Toph III Shrelds Deputy Editor Phi. The Man Who Wood Be Yord Staff Righters Mark The Spain Cuarve. It is 1 Cant Do Thing Will. If Claborne Art Silitor Man. Plast 50 herdrick Systems Managor Ian. No You Comp. O'Chech Seens and Stuff Michital Ay pool Pauhasen Reprographies. Bob Smasting, Lower Super Milichem Publisher. Boger Wesh You Were Harn Keen Managing Birestor Jandham Park, Annual Bagest Circulation Manager David Ook Me Afferes. When Advertising Manager Silver. Bog Off in Burry Janvis Advertising Managor on Environment Sales Executives 30 Early Slages' Guest. Mother & Not another aim? Kemanok Production Supervisor Advertising Managor Silver. Advertisinement Production Supervisor to Monochamie Lesses Group Marketing Managor Side What His Phi Makendack Editor in Advertising Managor Silver. Advertisionement Production Supervisor to Monochamie Lesses Group Marketing Managor Side What His Phi Makendack Toda Supervisor to Monochamie Lesses Group Marketing Managor Side What His Phi Makendack Toda Supervisor to Monochamie Lesses Group Marketing Managor Side What His Phi Makendack Toda Supervisor to Monochamie Lesses Completed Managor Side What His Phi Makendack Toda Supervisor to Managor Side What His Phi Makendack Toda Supervisor to Monochamie Lesses Called What His Phi Makendack Toda Supervisor Toda Sup



demand one of these funky Quickjoy FootPedals for your next birthday! of 'em looking pretty damn'

PUT YOUR PEDAL TO THE... PLASTIC?

Fed up with playing footsie with your missus? Tired of tip-toeing through your neighbour's tulips after a heavy night down the pub? Then put your foot down and

Enabling you to allocate different joystick commands to the three coloured pedals, this nifty little piece of hardware will certainly add a good deal of realism to any driving games you may have in your collection (except Hard Drivin', of course, as even a steering wheel and gear shift couldn't fuel-inject any realism into that!).

As well as this posh pedal thingle, Quickjoy also have a number of natty new joysticks poised for release — a good few pretty damn
mean from the
blurb sheets,
too. The
bumper
bundle of
review
samples
they
were
sending
hasn't
reached

reached us in time for this issue, though, so look out next month for further toe-tappin' details!



LO! A LEMING...?

Okay, alright, settle down. No, this isn't an earthshattering announcement concerning the
Imminent release of Lemmings on the C64. No
indeedle, It's just that we've received spoodoo
many queries asking when who and how much
that we've decided to give you the full story here
(maybe NOW you'll stop inundating us with begging
letters!).

Svicide is painful!

To begin with their who? Well Psygnosis hold the rights to produce Leminings on the C64 (that was easy!) but when is a different can of polled horses altogether! Basically, the problem is this, due to the sprite limitations of the C64 nobody — as yet — has managed to come up with a

nobody — as yet — has managed to come up with a routine that would allow more than ten Lemmings on-screen simultaneously. Not much cop considering that the game requires a helty one hundred of the little blighters to be meandering about at once!

A Direct result?

Help may be at hand, though, in the shape of a small development team called Direct Designs. We got a call from them recently and, apparently, they we managed to

come up with a program that Will allow for a hundred Lemmings on-screen at once — although they would not be animated to any degree whatsoever. Still sounds like it could be a winner though, so we put Direct Designs and Psygnosis in touch... watch this space for further details, and hang on to your postage stamps? Just one more letter asking when the game in question will appear and you'll see the entire ZZAP! team disappearing over the edge of the nearest clift. Aaaaaaaarrright

MORE

any new readers of this illustribus organ have written to grumble about the unavailability of decent 654 datarecorders. Commodore sold a staggering amount of 64s over the Christmas/January sales period, the majority of which being the Terminator 2 packs (which came with a T2 cart out no cassette deck). As a result, hundreds of would be joystick junkies have been climbing the walls with frustration, as the only compatible datarecorders that have been available lately are of the decidedly dodgy import variety and won't work with many cames — especially budger releases.

An Active Solution

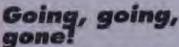
Help is at hand though in the shape of a West London company called Active. They've just taken delivery of a whole load or high quality datarec's, which are retailing at the standard price of just \$29.99 if you'd like to get hold of one write with your name and address to:

TURBOSOFT TAKE TUMBLE

ollowing a series of complaints from readers, ZZAP! can now confirm that Turbosoft Distribution has ceased trading. Details regarding the firm's demise are a little hazy, and the matter has now been referred to the Fraud Squad.

Turbosoft's proprietors left their trading premises and home address on 14 February, leaving no indication of where they could be contacted. It would appear they carried on trading from a different address some time beyond that date, though exactly when they stopped has yet to be established.

According to Pat Hutchinson of Luton Consumer Services, Turbosoft was very successful at first but as the firm grew it couldn't cope with the volume of orders received — Trading Standards have had over 400 complaints to date, and they're still coming in! Writs have been served for outstanding advertising fees amounting to £16,000, and it seems unlikely they will be paid - bailiffs were sent to the firm's place of trading, but nothing of any value was recovered. As Turbosoft were not a limited liability company, the proprietors are personally liable for the losses and could be made bankrupt.



The case is currently being reviewed by the Fraud Squad, who are preparing questionnaires for creditors in order to assess the extent of the problem. According to DC Groves, up to the time they left the premises there was no reason to suspect fraud. Though there

were many complaints, there was no evidence of malpractice and several complainants had received refunds after intervention by Trading Standards officials. It's not yet clear how long after leaving the premises the firm continued to trade, but a time-scale is being established. If it's found that they continued to cash cheques after that date, criminal proceedings will

Don't be so soft

So where does that leave the poor C64 owner with a big hole in his bank balance and no software to show for it? Well, if you sent your money fairly recently, it's probably still sitting in their offices unopened - Turbosoft still hold the lease on the building, and until it's taken over by another company the GPO have no authority to recover and redirect mail. If you paid by postal order, take the counterfoils to the post office for a refund. Uncashed cheques can be cancelled, but not without your bank or building society

making a hefty charge - make sure you're not paying more in charges than you'd lose if your cheque was cashed! If your cheque or postal order has already been cashed, the chances of getting your money back are extremely slim - the firm's assets are unlikely to cover writs already outstanding, let alone compensate disgruntled customers. If you're one of the aggrieved,

address your complaint to: DC Rupert Groves, Regional Fraud Squad, c/o Ampthill Police Station, Woburn St, Ampthill, Bedfordshire MK45 2HX.

Don't write to Trading Standards, there's nothing more they can do.

At the time of going to press, Turbosoft proprietors Peter and June McClusky are unavailable for comment and their whereabouts is unknown.

- THE READERS' CHART
- (Thalamus) (1) Creatures
- (6) Last Ninja III (System 3) (-) Alleykal (Megatape 26)
- (9) World Wrestling
- Federation (Ocean) (7) Emlyn Hughes
- (Audiogenic) Int. Soccer
- (-) Rainbow Islands(The Hit Squad) (2) Smash TV (Ocean)
- (3) Tumcan II (Rainbow Arts)
- . (4) Navy SEALs (Ocean) . (10) Turbo Charge (System 3)

FAVE FIVE CORONATION STREET CHARACTERS

- Randy Reg Holdsworth
- Kevin Webster's moustache (RIP)
- Alec Gilroy
- Percy Sugden
- Don't really know (Mavis Riley!)

FAVE FIVE THUNDERBIRDS PUPPETS

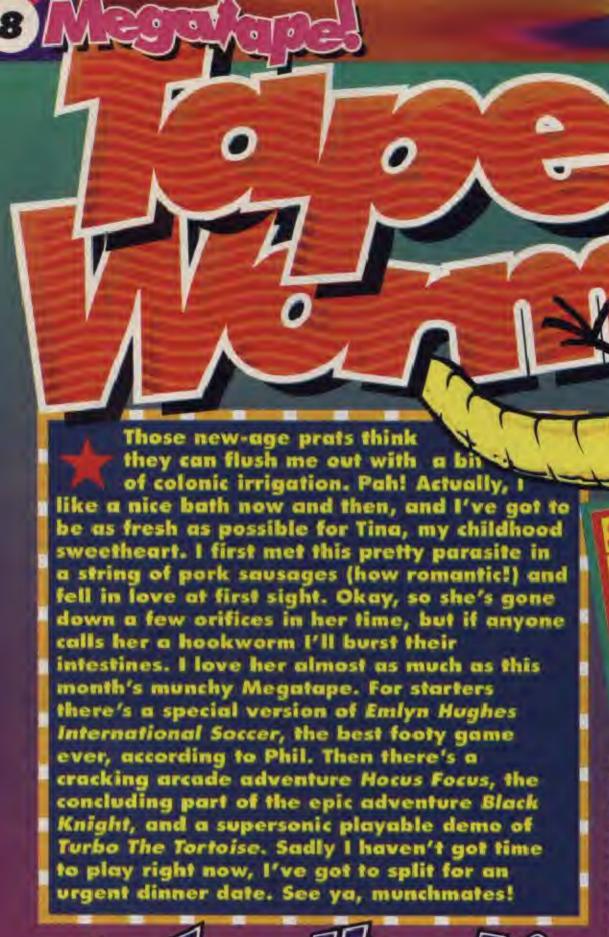
- Virgil
- 2. Brains
- Parker
- Gordon
- Scott
- Send in your chart votes on this simple form and you could win £30 worth software, like lucky Luke Croll of Sheemess in Kent. His top game is Rainbow Islands and his lave Thunderbirds puppet is Scott

MY TOP THREE GAMES ARE:

е	***********		**********	********	*****
ю					
в	EUROPEAN	*****	***********	*******	******
-	IV FAVOI	-	MINOR	ATT.	DAR

NAME ADDRESS ...





(Audiogenic)

That a corker... what a mega stonking, super-scrummy corker! Emlyn Hughes International Soccer is the best footle game ever released on the Commodore, and we've got a special version of It just for you

Options are chosen using a menu system and there are LOADS of 'em, so, moving

Unless you're suffering from an advanced case of schizophrenia, you can only control one player at a time. He'll be the one in the funny coloured shirt! If you're playing against the computer you'll play the first half kicking

from left to right, changing ends at half time.

To send a player streaking across the pitch (don't get excited, Lucy — I didn't mean literally!), push the joystick in the direction you wish to go until he reaches the required speed. Release the joystick and he'll carry on running — to stop him, pull it in the opposite direction.

 To kick the ball, press and release the fire button. The length of time you hold it down determines the strength of the kick. NOTE all actions controlled with the fire button. are inggered on RELEASE

ast minute news. Emlyn Hughes International Soccer is about to be released on the Touchdown label for the rather reasonable price of just £3,99. Unlike our special Megatape version. Touchdown's will allow you to save tournaments to tape and play matches of a longer duration. That's if you've got the stamina for it!

Player control for clever dicks

Now you've mastered the basics, it's time to polish your performance

Turning

Just whack the joystick in the direction you want to turn. Of course, it's a foll easier to turn through shallow angles than to completely change direction, and the slower you're going obviously enhances your rotation capabilities

 Sidestepping and barging When you're trying to dribble the ball past opponents you might want to side-step him without changing direction. To do this move the joystick from the central position at 90 degrees to your direction of movement — easy when you get the hang of it. If your lootball is more Vinny Jones' orientated, you can use this method to barge an opponent.

Civing it some welfie! Life would be pretty boring it you could only kick the ball straight ahead of you. so Emlyn Hughes allows up to live directions depending on the option chosen, and height control tool

Height control

You can kick the ball at three different heights. Pushing the joystick in the direction of fravel results in a low, grubhunting kick, slap it in the opposite direction to give a high lob, and leave it in neutral for something between the

Direction control

If you chose the "one direction" option, you can only wellie it in the direction you're facing. With three directions, you can also belt it at 45 degree angles by moving the joystick with the fire button depressed. Most powerful of all is the five-direction option — again move the joystick at right angles to the direction of travel. If you let go of it before the fire button is released, the ball is kicked at an angle of about 20 degrees to the direction of travel ideal for shots at goal. Release the fire button before the joystick and the angle increases to 70 degrees, which is great for crosses.

Of course, you can combine controls for direction and height — literally hundreds of kicks are possible!

Backheels

To backheel the ball, press the line button and move the joystick backwards then lorwards before releasing the fire button

Choosing your player
The computer will automatically select a player for you to control, but if you're not manually. Just hold down the fire button to determine strength, and position the joystick as for a standard kick.

Goalies

You can allow the computer to control the goalle, or (if the goal is under threat), upt to control him yourself. To make him dive or gather the ball, press fire with the joystick in neutral — anything else will be interpreted as an instruction to your highlighted player.

• Pause

Use the 'caps shift' key to pause and unpause the game.
Substitutions

During a match the players level of fitness decreases steadily or suddenly if injured To check on your players' health press O while the game is paused and the ball is out of play to access the menu. To make a substitution select the 'pick team' option. Highlight the player you wish to remove. press fire. highlight his replacement and press fire again — reluming to the menu and selecting 'play game' restarts the match.

Odds and ends

Press the 'up' arrow key to skip the presentation sequence where the players run on and off the pitch, or back to their positions when a goal is scored. Press 'run/stop' to abort the game.

matches or when equal skills is selected.

Exiting edit menus

Move the pointer to a blank area of the screen and press lire twice in quick succession. A box displaying a tick, a cross and a question mark will be displayed. click on tick to exil having made the changes, 'cross' to exit without any changes being made — if you've mucked if up! and on 'question mark' to return to the

Competitions

There are three options: A league in which eight teams play each other once or twice depending on whether 'home and away' is selected: a cup which is an eight-team knockout; and a season which gives both league and cup competitions. When you start a competition any competition already in progress is abandoned

Settings Menus

There are lour menus options colours, game and display.

Options menu

Duration — In our special ZZAPI version, each match Lasts two minutes. I or 2 v Computer — One or two humans can play against the C64. Extra Time — Can be played if a cup match is drawn. If not, a replay is needed. View C + C - Matches between two computer controlled teams can be viewed Home And Away — In a league competition each team can play each other once or



happy you can change it by pressing the fire button and moving the joystick in the approximate direction of the player you would rather control. Obviously you can't do this while you have the ball (you'd kick it instead), or when you're very close to it (you'd probably execute a sliding tackle). Also, if two players are standing very close to each other, the computer might give you the wrong one — repeat until you get it

Heading the ball

To head the ball, press and release the limbutton. If the ball is within your range, you'll nut it. If it's too low, you'll attempt a diving header. Impressive it you can pull it oft in

Sliding tackles

If the ball is too far away to trap normally. just press and release the fire button — as long as it's too low for a diving header, you'll execute a sliding tackle. CAUTION — make sure you get the ball and not the player, or

you could give away a free kick! Free kicks, corners and throw-ins

These are taken automatically. The ball is kicked or thrown to the highlighted player either after a few seconds or when the fire button is pressed with the joystick in neutral (If it ISN'T in neutral, the computer will assume you're trying to change players.) If the goal is in view the player will sometimes make a shot

Penalties

These can be handled automatically or

Strategy and options

Changing

names

To change (human) player names, move the pointer to the player you wish to change and press fire.

A cursor will appear. Type the new name and press 'cir/home'. This is how you select two player games

Picking teams

You can do this either through the 'pick team' or 'edit team' options. (During a competition only pick team is available) Select the player you wish to drop, press fire, select his replacement, press fire again. Players 12 and 14 are the substitutes (13's

Skill factors

Each player (except the keepers) has three skill factors — running speed, defensive skills, and attacking skills. Each of these can be set at 1, 2 or 3. To change skill levels select the appropriate characteristic and press fire

Fitness levels

If a player's fitness falls below 75% his performance is impaired — you may need to substitute him. A player will recover somewhat between matches, but an injured player might need to be rested for longer.

Fitness levels don't count in friendly



twice. If two games are solucted, one is at home and the other away. Practice — In practice mode the apposition stays in its own half and makes feeble attempts at winning the ball — just like playing Birmingham City: Skill Level - There are ten skill levels for computer-controlled teams. This is in addition to individual player skills. Equal Skills — If you prefer, all players can have the highest skill levels.

Backheels — Can be toggled on or off.

Kick Directions — 1, 3 or 5 directions (see direction control). Auto Goalie — Can be toggled on or off.

Auto Reselect — Selection of players can be manual or automatic Points For Win — In a league either two or three points are awarded for a win

Substitutes — One or two are allowed Colours Menu

Pitch Colour - Initially green Line Colour — Initially white Flesh Colour — Initially pink Shorts Colour — Usually black



Goalie Colour - Can be swapped with one of the

Ball Colour - Initially white

Team shirts are changed using the TEAM COLOURS option on the GAME menu.

• Game Menu

Play Match - Starts the game shown at the bottom of the screen.

Arrange Friendly - Move the pointer to the home team and press fire, then same again for the away team: This can be done at any

Postpone Match - If the (human) player needed for the next match has nipped out to the bog or something, the match can be postponed until the end of the week's fixtures

Start Cup - Starts the cup competition.

Start League - Surprise surprise, starts the league competition.

Start Season - Starts

(gasp) shock! horror!) the season. Edit Team - Can change names of teams and players, and also their skill levels. These cannot be adjusted during a competition.

Team — Shows which team is currently displayed. Use the joystick to change.

Display Menu

Show Teams — A list of eight leams is displayed with their managers (ie computer or human).

Show Players — List of players in a particular learn is displayed.

Team — Identifies which team is displayed

Show Fixtures — Displays a team's fixtures for the week in question. Change

Getting you started

Having loaded your game for the very first time, the last thing you want to do is read an instruction sheet thin vixo) fore's a quickie guide to getting straight into a garne

 Punh the pointer to the top of the screen, and click of OPTIONS. A menu will appear. Select KICK DIRECTIONS, and hold the fire button — push the joyntick twice to the left to change the five to a 'one 2. Still in the options menu, highlight and fire on both the BACKHEELS and AUTO-RESELECT options
3. Exit OPTIONS, and select the GAME menu. Select

EDIT TEAM, and change COMPUTER (top left of screen) to your own name by placing the cursor over the first letter then typing it in on the keyboard. Double click on a blank area of screen, then select the tick to get back to the main inenu. A. Select ARRANGE FRIENDLY, move the cursor over

your own team, and press the Then do the same for the team you wish to select — the tick bey will then appear. Press on lick.

5. Still in the GAME menu, press on PLAY MATCH,

and you're away (the lads!).
This will get you into a playable but ultimately limited game. Here at ZZAP! Towers we brink Emlyri Hughes. is one of the best footie games ever on the C64. Limit yourself to a quick kick around and you'll never know what you missed!

> the week or team to the one you require. Show Results — Shows results for a particular week or team — again, can be changed to suit yourself.

Show Table — Shows league table. By Team — Fixtures and results by leam

By Week -... Or by week Week - Which week is displayed

Mints And Tips

Be realistic when you fix the skill levels, eg forwards will need attacking ability, wingers speed, etc. Learn to master the simple moves before attempting more complex ones, and remember that because of the viewing angle the pitch doesn't seem as wide as it really is.

(Mandy Rodrigues)

veryone get through Part One okay? Good! For those daft enough to have missed the last issue, Black Knight is a two-part text driven adventure game, in which a peaceful medieval village was brought to its knees by an evil warlord. Your task is to deal with the tin-suited terror and return the village to its former tranquillity. But beware — the Black Knight's ghoulish cohorts are everywhere, and rumour has it that they've been dabbling in the dark arts.

Pass the word

If by any chance you DID manage to miss out on last months' issue, fear not! To get stuck into Part Two you don't have to have completed the first instalment, but you DO need to have the password. On loading this, the second part, just type: PICKET when prompted and you'll be away (if you've got school in the morning, don't stay up all knight playing it!).

I'm Mandy!

Mandy Rodrigues is the editor of Adventure Probe, the longest running multi-format adventure fanzine in the known universe, and proprietor of Atlas Adventure Software. It it's more games you're after, or maybe just help with Black Knight, drop her a SAE at 67 Lloyd St, Llandudno, Gwynedd LL30 2YP. Order a copy of Adventure Probe while you're at it — at £1.50 a throw. it's a great read!



(Grandslam Video)

t last, the real story can be fold! Don't believe what you read in The Scum. The only thing that's true in that rag is the price on the front, which is a pity really — in this case the fruth is stranger than the tiction.

The Scum's photographer was out harassing the royal family, so when a big assignment came in the editor had a problem — who could he send? When Jeremy, a YTS trainee, was caught in the darkroom with Vicky from accounts, the editor decided to kill two birds with one stone. Shoving a camera in his hand he sent him out to cover the story (and moved in an Vicky himself!)

Jeremy's task is to take pictures of a potty professor's crazy creations before any rival rags. Thouble is, the prof is a very private individual who doesn't suffer journos gladly — if at all! His underground hideout is protected by all manner of

nasties whose sole reason for living is to tear Jeremy limb from limb or, falling that, pinch his film

Needless to say, Jeremy has to keep returning to the darkroom for more film throughout the game. As the only exits are through the roof, he must rise to the occasion - find a key that controls the tans that lie directly underneath them, and float up on a jet of fresh air! To complete the game you need to photograph all 16 inventions, each of which takes over 20 shots! Mammoth task, or what? To make matters worse, all the inventions are hidden in the various objects scattered around the cave system, so you'll need all your wits

about you if you're to do it.

One last thing — the caves are radioactive, and the longer Jeremy stays. underground without returning to the darkroom, the more he gets contaminated! A reading of 20 on his radi-gauge means he's in trouble, if it gets to 30 he's dead

Controls

Joystick Keyboard Lelt -C'm dore key Lett Shift Right -Right Space Bar Jump -Eire Pull Back Icon mode-Scrall laons -Push & Pull Space Bar Activate -

Screen display

A. Playing area — this is where you do battle with the professor's perilous.

B. Your photograph — not collected much of it, have we?

C. Icon display - displays currently selected icon; furnily enought

D. Radi-meter — Not a new brand

of scap powder, best keep your eye on this little device

E. Pictures developed but not yet positioned - slap it on the main piccie when you've worked out

Developing your film To get your Illm developed you

(Hi-Tec)

ever slow to bring you the very best in dynamic demos, the ZZAPI 64 Megatabe department proudly preeezents... TURBO THE TORTOISE! This first-level playable demo of Hi-Tec's high-speed hit is guaranteed to bring you out of your SHELL and send you HAREing to your local software emporium for a copy of the full game (Tapeworm, you're sacked - Ed)

And the gameplay? It's a cutesy Op Wolf-Ish platform game — no. a dynamic

diagonally scrolling shoot-'em-up - or maybe it's an arcade adventure with puzzlie sub-levels... Whatever it is, you'll have to load it in and find out for yourself, cos I'm not telling! Ha ha ha!!! (To use the cheat mode, access the preview on pages 20-21 - Ed)



All right who's the idiot? Who is the complete pillack who thinks he can sond commercial programs and pretend they re his own? Here at ZZAP! were very good at spotting ripped off software, but should use ship through the not its the SENDEH who dibe in trouble — this could mean a halfy line and possible imprisonment if you're lucky or being made to est your own entrails if I catch you before the software.

We ve already had a couple of planker, conding up demonstration games from the Shoot Em Up. Construction Kir, but luckily for them we spotted the offending affectes (not difficult). Stealing affect people's work on titung, and the next person who thes it will be deall with be dealf with - you ve been warned



need to go to the extreme left of the upper level. Each film contains 16 shots. and developing it automatically reloads the camera.

After development the shots appear in the left-hand window, and you can place them on the main picture by moving them around and pressing fire. The picture will only appear if it's placed in the correct position



Hey — you! Wanna take a BYTE put of the ZZAP! Megatape?

If you've written a fun game and want to make your fortune, sling the tape and rob a bank! If you'll settle for some decent dosh and a place on the world-famous ZZAP! Megatape, fill in the form and send

Name.

Telephone (daytime)... Title Of Game

Utility Used (if any).....

Please sign this declaration:

This program is submitted for publication by ZZAPI. It is wholly my/our own work and I/we agree to indemnify Europress Impact Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

smember we will NOT comider your game if you do not enclose this coupon

Send the game and coupon to: EuroPress Impact, ZZAP! MEGASTAR AUDITIONS, The Case Mills, Ludlow, Shropshire SY8 1JW, We'll treat your game with respect before sending it back (in the SAE you provide us with!), but you should remember that things do get lost in the post so KEEP A BACK-UP copy for yourself. ZZAP! cannot be held responsible for the loss or damage of submitted programs.



Humans are really nasty to slugs, drowning them in beer (hic) and melting the poor little sods with salt (I prefer pepper on mine, yum! — Ed). They really are cute and cuddly creatures, as proved by the new Codies game Steg (and 'Hannibal the Cannibal' is vegetarian). MARK 'HE SLIMED ME' CASWELL tracked our sluggy hero to his lair for the full slippery

ZZAP! 64 No.85 # June 1992

story.

watering if ya ask me), his hungry little

youl — are HUNGRY. The mini-Stegs eat grubs ('orrible little squirmy things, a bit like lan), which can be found

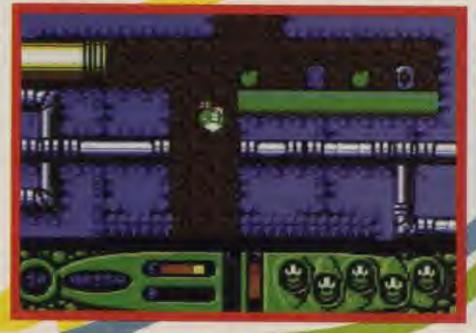
Now that's what I call a backpack! Steg rockets into action...

@ 'Feed me!' Five little slugs sitting in their nest and the little one

wandering around the often huge labyrinthine levels. Being a slug Steg Isn't in possession of legs, in fact, he's completely legless (groan - the whole exceptionally well. In adition to sliding along the floor Steg can cling to the walls and ceiling Spiderman-style.

'm forever blowing

With no hands either, Steg can't seize the grubs in the conventional way, but being a resourceful sort of chap he finds a way to





O CodeMasters, £3.99 cassette

catch 'em. He actually blows slime bubbles that trap the grubs and bear them ever upward towards the cavern roof. This is achieved by holding down the fire button until the meter below the energy bar reaches maximum, then releasing it at the right moment. Beware though, if you leave the bubble meter topped up for too long, Steg loses energy. There are five T'yungunz in the nest to

feed, but if Steg takes too long catching dindins the young 'uns die of starvation (as do I if I go without food for more than 15 nanoseconds).

As ever, life isn"t easy (no siree Bob, you ain't just whistling Dixie). There are various doo-dahs scattered around just waiting to obstruct the tortuous path of the grub filled bubbles. The spherical objects are very fragile and must be guided by Steg, to do this he must either nudge them or give them a quick blow (erm... yes, fair enough - Ed). In the way are spikes, fire and glass - all three pop the bubbles placing the enclosed grubs at gravity's mercy. Be careful. The programmers haven't been complete bar stools, though, 'coz Steg does receive some help. Apples replenish flagging spirits, while speed-ups, bellows, blowing devices (madam) and bionic parts (Six Million Dollar Man eat yer heart out) also help.

We have the technology...

A jetpack that allows our hero to fly, and a pair of bionic legs that give Steg the power to leap tall buildings with a single bound and super-slug speed-ups are scattered around. Steg needs every trick in the book-worm to make sure that his sprogs are fed — at which point our horrid hero moves to the next level and faces the same problems

• I'm Jake the steg, diddle iddle iddle iddle um — but I ain't got legs!!!



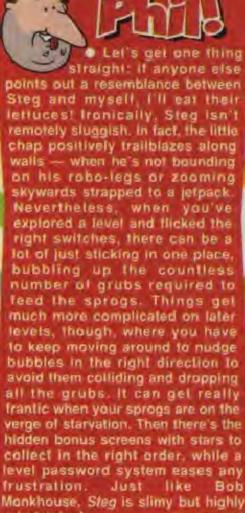
again. Well, maybe not exactly the same because although the basic pattern of the game doesn't change, it does get a darn sight harder.

The path to the nest soon becomes a real pain, with more and more obstacles to hinder progress and trickier puzzles to tax the old grey cells. But I'm pleased to say that Steg isn't the hairtearer I initially feared it. to be. Graphically the game is up to the Codies' usual high standards, the sprites being extremely cutesy (I hate that word, it's so barf-worthy). CodeMasters have a habit of producing great games with the stars going on to bigger and better things (look at Dizzy, CJ and Seymour). I genuinely hope that Steg is no exception

(what

Codies?)

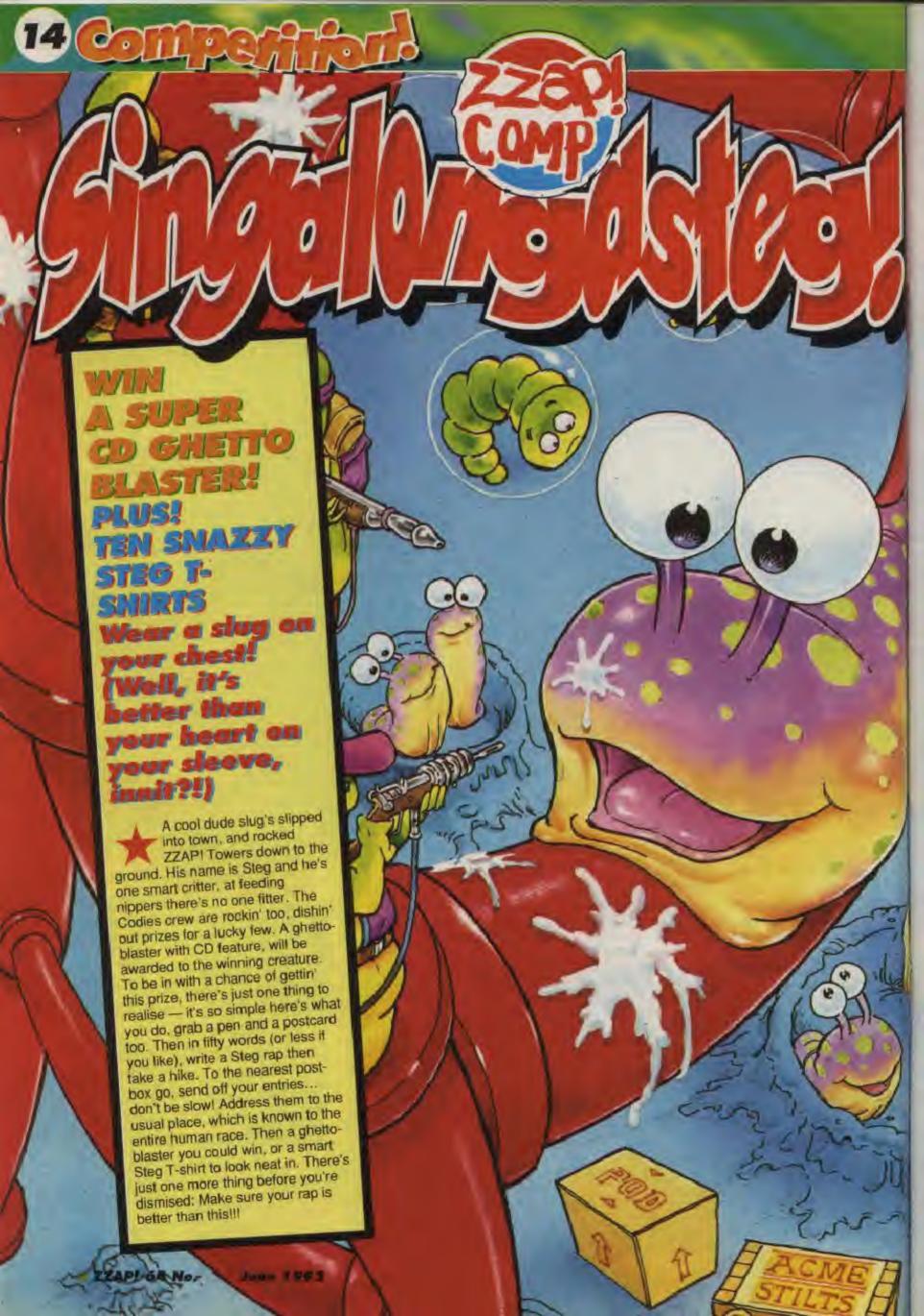
say.



entertaining!







WITH EVERY ST FROM SILICA

nen you buy your new Atan 520, 1040 or or ST-E computer from Silica Systems, will give you en additional E324.75 width software FREE DF CHARGE including of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of ST computing and help you to get of to a dying start with your new ST. Paus, with every ST and every TT computer, swe will give you up to 16 nights FREE holiday hotel accommodation for you and your family to emply a breek at home or abroad.



TENSTAR PACK

10 Superb entertainment lifles:	
ASTERIX	124,99
CHESS PLAYER 2150	224.95
DRIVIN' FORCE	£19,95
LIVE AND LET DIE	£19.99
ONSLAUGHT	€24.99
PIPE MANIA	_ 219.99
RICK DANGEROUS	\$24,99
ROCK W ROLL	£19.99
SKWEEK	£19.99
TRIVIAL PURSUIT	£19.95
ONSLAUGHT PIPE MANIA RICK DANGEROUS ROCK 'W ROLL SKWEEK	£19.99 £24.99 £19.99 £19.99

PRODUCTIVITY PACK:

1st WORD	259,99
Word processing page age from GGT	
SPELL IT	£19,99
Spelling chancer to complement 1 of Wrink	\$24.99
ST BASIC.	124.00

TOTAL VALUE: £324.75

16 NIGHT'S HOLIDAY
HOTEL ACCOMMODATION
Every Alter ST from Silica comes supplied
with a frow 72 page costour brochure with
accommodation vourchers. These artille 2
people to stay up to a total of 16 nights in any
of 250 hotels with accommodation FRIEE. All
you have to pay for and your meals (groces
are listed in the brochure).

WORTH EARLY

EXCITING LINE-UP FOR





HARDWARE 520ST-E Computer £299.99 SOFTWARE - ARCADE CLASSICS: Missile Command – Shoot Em Up Crystal Castles - Platform Capers Super Break Out - Wall Demolition Battle Zone 30 Tank Battle £9.99 £9.99 SOFTWARE - PRODUCTIVITY: First Word - Word Processor Neochrone - Art Package ANI ST - Animation Package £59.99 £29,99 £29,95 PLUSI FREE FROM SILICA: £104_97 £219.78 Silica Productivity Pack TenStar Games Pack Total Value: Less Pack Saving: £784.63 SILICA PRICE: \$259.00 PLUST 16 HIGHTS HOLIDAY ACCOMMODATION



The Discovery Xtra Pack II is a lop quality-ententainment pack based around the 512k-520ST-E with 1Mb disk drive. It includes four great games titles plus some productivity adhivers.



DIST-E COMPLITER ___ E299 99

TV Married Name Pills 188 City	
SOFTWARE - ENTERTAIN	MENT:
ESCAPE FROM BOBOT NONSTERS .	010.00
Flight to sharingy this islant curry.	
FINAL FLIGHT	25,0189
Fast committee and grown that is I VER	P94.00
MINE LIVES	Penine
	PSIN US

SOFTWARE - PRODUCTIVITY: CONTROL ACCESSORIES, FRI VINEEWILLATOR PROCESSOR, FRI ST TOUR DA BEH INTERNATIONAL DE STI PRIST BASIC 549 FREE FREE EA.99 \$49,09 0444.99

Table Committee	COMMAND SECTION OF SEC	
PILISI	FREE FROM SILICAL	
	roductivity Pack Frod 9	17.
	/ Games Pack E219.7	
Lander		a
	Torre Volume ERSD 6	ш

NORMAL PRP £399

e peckage is based amund the sy-to-use 10405T-E computer of a double syled 1Mb disk drive

FAMILY CURRICU HARDWARE. 10426T-E COMPUTER MAR. (N.E. 1980) CPU, IND MAN, MILLION 1 V MANAGO TO THE STEEL, IND CO. TOTAL



Type: Point II, Music Maker and Fred Basic PLUS! FREE FROM SILICA Suca Productivity Fac TenStar Garnes Pack Fotal Value: £1210.25 Less Pack Sowing: £861.25

SPLICA PRICE: E348.00
PLUS! 15 NIGHTS HOLIDAY ACCOMM

£134.97

SILICA PRICE: E279.00 PLUS! 16 MIGHTS HOLIDAY ACCOU 1040ST-E MUSIC воок ATARI

MEGA



NEW FASTER MODIELS! WITH MORE COLOURS & GREATER EXPANSION OPTIONS

- 1EMEZ 16-ER 66000 Processo
- 17. 1.44Mo Doobie Sided Disk Drive 1/2/4Mb RAM Varcions we Versions Available
- rec 8-Bit PCM Sound Output

32MHz 32 Bit STEREO 4096 COLOURS POWER SYSTEM

- SAMAL ZA-Bit (MIDN) Protestor
 Dir 1-A4MD Double Soled Daw Down
 Stando RAM Versions
 Stereo B-Bit PCM Sound Culput
 4066 Colour Paetle
 Bush celling Marins Co-Processor
 Us to 1989, 550 (Hascolubri)
 VMM SCSE Expansion Ports
 Expension to 2000.

- AMB RAM 6Mb RAM



WITH 20Mb HD & MONO SCREEN

ST

- 3°F 1Mb Exturna Onve Available Se
- TEE 16 Nights

BMHz 16-Bit 68000 Processor 1Mb RAM Memory - 20Mb Hard Drive Superivet 640 a 400 mono deplay-corpatible with standard ST mono morehose 3 Programmable Sound Channess 3 Programmable Sound Channels
Up to 10 hours battery life
F8232, Panulet, MIDL DMA and 120 Pin
Experient Ports
Includes Organism Software, File Translat
Software & Cabia



HARDWARE: 10405T-E COMPUTER ... E369-99 SOFTWARE:

PEUS! PREE FROM SILICA: Silica Productivny Prick . £104.97 TanStar Games Pack £219.78

used by many top musicians including Durp Stratts and PVII. Litering any MICI knybolant. PRO 24 offers the stallby to

£399°

Total Value:	£874.7
Leas Pack Gaving	国际7
BILICA PRICE	€349.0
USJ TE NIGHTS HOLIDAY	ACCOM

ALL PRICES INCLUDE VAT - DELIVERY IS

SILICA SYSTEMS OFFER

- FREE OVERNIGHT DELIVERY: On all hardware orders singped in the UK insultant.
 TECHNICAL SUPPORT HELPLINE: Team of technical experts at your service.

 PRICE MATCH: We normally match competitors on a "Same product Same price" basis.
 ESTABLISHED 12 YEARS: Proven track record in professional computer sales.

 BUSINESS + EDUCATION + GOVERNMENT: Volume discounts available for large orders.
 SHOWROOMS: Demonstration and training lacilities at our Lopdon & Sacup branches.
 THE FULL STOCK RANGE: All of your requirements from one supplier.

 FREE CATALOGUES: Will be mailed to you with others and software/peripheral datalis.

 PAYMENT: By cash chaque and all major credit cards.

Before you decide when to truly your new Atan ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherats or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems we crosure that you will have nothing to worry about. We have been established for over 12 your mit our unrivalled experience and experience, we can now claim to meet our customers' requirements with no understancing which is second to none. But stort just take our word for it. Complete and return the coupon now for our salest Free literalizer and begin to experience the "Silica Systems Service".







FREE OF CHARGE	N THE UK MAINLAND	
MAIL ORDER:		EIN GAD GALLEDO CHOSE
LONDON SHOP.	52 Tottersham Court Road, London, W1P 08	THE PAGE WATERDY MARKET
LONDON SHOP:	Settinges na root Oxford Street, London, WTA 1.A Mon-Sm # 35am-6,00pm Late Night Thunday and 8pm	Expension: July
SIDCUP SHOP:	Non-line 960-en-530pm Hatherley Rd, Sidoup, Kent, DA14 4D	X Tel: 081-302 8811 Fee No: 001 000 0017

To

		Dept ZAP64-0692-79.	_		_		The second second				ANY
DI	EACE	CEND INFO	RM	ΙΔΤ	IOM:	UN	THE	- ATA	NRI:	ST	

LEASE SEND INLOUMING Mr/Mrs/Miss/Ms: Initials

Address:	- American de la company de la	
	opuramassamasmusmus mini mini tilimi - 45-	Piostcode
Tel (Horrie)		Tel (Work):

Company Name (if applicable): 79

Which computer(s), if any, do you own?

EAGE-Adverted press and specifications may charge. Please report to example the wheel information.

For flabby footy fans like PHIL KING, computer soccer is the only way to get any kicks. But there are so many C64 soccer sims to choose from you'd have an easier job selecting a winning Spurs team! So, to save you spending extravagant transfer fees on dodgy players, Foul Phil heads straight for goal with a round-up of the results...



MicroProse Soccer



ne of the age-old C64 questions has been Which is the greatest, Emlyri or MicroProse? Well, personally I

have to admit I prefer Emlyn for its realistic playability. But to be fair, MicroProse is a completely different style of game and one all footy fans should have.

It's a tunny old game, Saint, viewed from directly overhead with the cartoonesque players zipping up and down the scrolling

As with Emlyn the ball is glued to your foot, but again dribbling through the defence isn't easy, especially with intelligent computercontrolled goalies

The best way of beating these is with a bendy 'banana' shot. Banana power can be altered in the pre-match menu, along with team colours, match length etc. As well as the obvious two-player option, there's the one-player MicroProse Challenge where you play a series of international teams, each one better than the last. There's also a full World Cup tournament.

Frantic footy

Unlike Emlyn the football is hectic stuff with little passing, but the control system's a lot easier with the ability to do more exotic things like unbelievable banana shots and overhead kicks! Two player games are brilliantly chaolic with loads of goals, especially on the small enclosed pitch of the Six A-Side game (sadly missing from the game on the Disk Co compilation carridge).

At the end of the day, it just goes to show that there are many different approaches to simulating various aspects of football MicroProse Soccer certainly captures the end-lo-end excitement to a tee



0:101

Emlyn Hughes International Soccer



on't be put off by old 'Crazy Horse Emilyn — he of the high-pilched voice and cheesy grin. This is my absolute tavourite fooly sim of all time (on the 64 that

You see, for me a good game of tootball involves lots of intricate passing Sadly, most succer sims just involve hoofing it up the pilch and leads of chasing aimlessly after the ball. Either that or using one player to dribble the whole length at the pitch

Emlya, though, is a totally different ball game. Yes, the teams here like to play "loofball". Brian! An adjustable control system allows you to pass in a different direction to which you're running, enabling lots of teamwork between your players, including clever one twos. And you certainly need to play that way to score: although the ball sticks to your players foot, it's very difficult to dribble right through the defence (unless your name's Roy Hattersley, of coursel and then is a cande you need to paddle your way through those detence players).

Crowd Pleaser

It's altractive football all right with well animaled players running along a horizontally scrolling 3 D pitch, complete with advertising heardings and

The long on the scrummy cake is the brilliant pre-match options menu. offering the selection of your squad, any of eight national teams, a full tournament, lots of control options, two player games and, as they say in cruddy Christmas album adverts, much much more!

Brilliantly designed, very realistic and despite being a tad tricky to master at first, incredibly playable. Emilyn is the top scorer of C64 looty games, but as this month's mazing Megeatape Will lestify, you won't have to wait 'till its' budget release to find that out, Brian.



0-5



95%



Manchester **United Europe**



A sits predecessor, a hybrid of simple

hybrid of simple management (picking your team and formation etc) and lew arcade action. Man Uto much improved with better rackling; good passing is required to break down defences. Realism is neightened by an incredible 170 European teams with leads of useful stats available and authentic player names. and authentic player names shown during the action. Five tournaments — European Cup, UEFA, Cup Winners European Super Cup and World Club Championship — offer a substantial challenge



International Soccer

riginally released by Commodore themselves on cartriage back in 1983! (good year for music) When the age of the five years later rereleased on tape and tilsk five years later by CRL, it was still good enough to earn 86°. Shortly after, it was superseded by MicroPrase and Emilyn. It's still a great game though, and was included on the cartriage bundled with the ill fated GS console (Hal Hal). Well worth getting note

Matchday II



played this one to death on the Speccy. On the 64 it's let down slightly by its slowness. The action's hardly end to end stuff, but it's very slotful, almost strategic. One of the main innovations is the dramond deflection system which produces very realistic rebounds depending on which way the ball and player are travelling.





1990



eleased to coincide wifting the World Cup and totally outshone the official football licence, Italia 90

There's the full tournament with all 24 teams and their real players to choose from. The action doesn't quite live up to the presentation: it's simple overhead wew stuff with no frills, but fun nonetheless.

Street Sports Soccer



Not quite up to Epyx's usual sporting standards, but a playable backstreet kick around nonetheless. There's not a lot of tactical depth with minimal player moves, but you can foul and even be caught offside (so watch out Phil — Ed). There's even a choice of two pitches' (the park or backstreet) and selection of streetwise players. Not a senous simulation, but still fun to play for a while (but not with Phil 'cos he's a fouling while (but not with Phil 'cos he's a fouling so and so — Ed).

79% 3 68%



I Play: 3D Soccer



winner, it utilises a unique 3 D perspective from

just behind your player. As I the original review, this problems like the inability to causes a le switch players. On the plus side, it's more realistic as you can't see events out of your fiaid of vision, There's also a hear spill-screen pooperative two-player mode



Igir conversion of the Alegendary Amius game. There's the same overhead view scrolling pitch, unique push-along diribbling method, plus ell the match cup and league options. It all sources great, but the pitch scrolling struggles to keep up with the action, while computer-controlled players are unine ligent often running away from the ball! Combine these two haws and there is onen a tack of players on-screen at one time — the scenter doesn't help matters as its loo small to be of doesn't help matters as it's loo small to be of

any use.
Sadly the planned improved Mck Off 2 carr
never carnel o truition. (Does that mean it
was a bit of a lemon, then? — Edi.)

Super Cup



his overhead view gene hardly brilliant but quite playable in a simple way. I was particularly pleased to see it go on the ZZAPI Megalape (issue

#75). Options include strip colours, pitch fexture and nine difficulty levels. Match action is a bi-like MicroProse, with banana shots and a huge flashing GOALI message, but not as good. Best with two players.

Manchester United



The real learn improved dramatically after this was released (maybe the players practised on it!), It's an

ZZAP! 64 Mo.85 | June 1992

interesting mixture of management and overhead-view arcade action, and let down slightly by the latter. Control of players is crude: you always shoot ahead and can dribble the 'glued to tool' ball all the way down the pitch. A real shame, as the slickly presented management section offers plenty of options.

V/ 1 - V - V - L -

ary Lineker's Superstar Soccer



It's a game of two halves: the disk version is much better than the tape, with the addition of management and league option.

Curiously enough you only get to control one movidual player for the whole of the maior. Lack of realism is the main problem with born teams often sporing over 20 goals! The computer teams are also too easy to





Relive those magic match moments!

hey can't give 'em away, can they? I mean, who wants a video of Nottingham Forest or Derby County? Des Walker's only ever scored two goals in a Forest shirt, and one of them was in his own net. And as for Derby... if they fell any lower they'd drop off the pools coupon!

As you might have guessed I'm a very biased Aston Villa supporter (muffled titters), but even I have to admit this is a really mega prize. These BBC Match Of The Day videos are brilliant, even if they are crappy teams (I'll print your address in the Forest and Derby match programmes if you're not careful — Ed). Over 70 minutes of fun-filled frolics from almost 30 years of Match Of The Day, and we've three of each

to give away - all you have to do is slap a caption on this wee photo!

To enter, just send your name and address, together with your caption and choice of video Derby or Forest — to: I'D RATHER WIN A VILLA VIDEO COMP, ZZAPI, Europress Impact, Ludlow, Shropshire SYB 1JW.

The ZZAP! Crew's Feeble Efforts.

Now that's what I call a bogey Phil - Watch II. son, or I'll give you a snog!

Ian — Oil Who nicked my lingerbob?

Corky — Buy East Midlands Electric, young man, or I'll

poke your eye out

Gary Lineker's Hotshot



or bad. The overhead-view action is similar to MicroProse Socce but not as playable. Positive points include extensive match

colliens a league and the obliny to roul (and receive yellow and red cards).

The plich looks very bland, though, and the game's on the slugglah side. Long-term challenge is tacking due to easy-to-beat computer sides, but two-player games are



e slow and jerky with minimal skill!

Gazza's Super Soccer

About as entertaining as 'Fog On The Tyne'. Confusing change of perspective for the goal-mouth is enough to bring tears to the eyes!

Championship Football

oodswalpp. A shame Doean didn't blow the whistle on it.

Totally unplayable

Championship Special Easy dribbling through defences by zigzagging, plus farcical free-kicks kill

this sluggish overhead view game. Five-A-Side Foetball Crude old game that can't compete

Fighting Soccer
This chronic coin-op conversion

features a 'hazy' monochrome overhead view. The players respond

so slowly it's like playing via satellite,

Four Soccer Simulators
An interesting package including

dented tin can, really, International 5-A-Side

and they jump about 300 feet into the

Street Soccer with cars and tences to hit the ball against! Pity it plays like a

The one with the Corky-style players:

England

with its successors.

air to head the ball!

Soccer

Gazza II

Better than the original, but that's not saying much. Sluggish and crude horizontally scrolling action.

Kick Off Nothing like the Amiga game. It even scrolls horizontally instead of

vertically! Peter Beardsley International Football

As sick as a parrot. Almost as naff as Pete's pudding-bowl haircut. It might as well go and play for Newcastle!

Peter Shilton's Handball

Maradona

Novelty value as the only ever goalkeeping sim, but even the 'hand

of God' couldn't save it.

World Cup Soccer: Italia '90

Pathetic official licence with no proper World Cup tournament and zero

playability. World Championship Secret

Farcical overhead-view game featuring incredibly thick computer goalies with a strange resemblance to the Pope



WIN A MEGA-CD!!

獙

Answer our simple games questions and have your choice of one of these great machines * ten top games of your choice FREE.

CALL 0891 662 552

WIN

A SEGA GAME GEAR 0891 662 552

WIN

A SEGA MEGA DRIVE 0891 662 552



WIN

A NINTENDO GAME BOY 0891 662 552

WIN

A MASTER SYSTEM II 0891 662 552

TEN GAMES OF YOUR CHOICE INCLUDED FREE WITH EACH MACHINE WON

Please ask permission of the person who pays the bill. Calls charged at 36p min cheap rate, 48p other times. Ensmore Ltd, P.O. Box 1183, Bournemouth BH8 9YS



COMMODORE REPAIRS & SPARES

FREE ESTIMATESI

NO STANDARD CHARGES

*MOST REPAIRS 48 HR

TURNROUND*

3 MONTH WARRANTY

*COLLECTION & DELIVERY

ARRANGED*
TECHNICAL HELPLINE

DATASETTE £19.95
REPLACEMENT POWER
SUPPLY £24.95
ACTION REPLAY
CARTRIDGE £34.95
CITIZEN 120D
PRINTER £149.95
REPAIRS FROM £13.50
ACCESSORIES & CHIPS IN STOCK

SOUTHEND ON SEA 0702 2072 TA MON-FRI DAM-GPM
CALL FOR FLIRTHER DETAILS
HAWKWELL ELECTRONICS
Z WYMANS COTTAGES, MOUNT BOVERS LANE, HAWKWELL
HOCKLEY, ESSEX, SS5 (JB
TEL: SOUTHEND ON SEA (702-207583 (JAM-9PM)

You've noticed this space, that means it could work for you also. Telephone 0584 875851 now and ask for Shelly!

When Zeppelin told PHIL KING their next game was on ice, the rotund reviewer expected a long delay! But when it popped through the ZZAP! letterbox, he was only too keen to body-check it out.

rril It's time to get your thermal vest on, never mind skates. And a big stick comes in useful too. Ice hockey's a rough, tough sport with all that zooming around the rink at lightning pace, bodychecking opponents into the barriers and whacking the puck at speeds of up to 70mph. No wonder the goalies wear those protective face-masks (they also come in useful for protecting their identities when they go around hacking

people up on Summer camps) There haven't been

many ice hockey sims on the 64 — the only two I can recall (*Powerplay Hockey* and Superstar Ice Hockey) were a very long time ago. So it's good to see another attempt at converting this exciting sport.

International Ice Hockey leatures a horizontally scrolling rink with a slightly raised (Emlyn Hughes style) viewpoint. Players skate around the ice with realistic momentum, ie you have to slow down to turn round. Hit the rinkside at top speed



BO PLESER : WILLIAM DEMPITER BI

(or get barged into it) and your man is left reeling in agony for a few seconds

Watch the rough stuff, though: any dirty tactics are quickly spotted by the rel who sends you to the sin bin!

As the title suggests, the game features eight international leams (including Britain!) competing in a knockout tournament. Alternatively you can play a friendly, either against the computer or a pal

Check out the stats on this iceblockbuster of a game when it's reviewed in the next cool issue of

What resembles a crusty meat pie and is totally lethargic? Yes, PHIL KING comes out of his shell

to chew on Hi-Tec's supersonic platform

> he software world is gradually being taken over by little animals, and they're not the sort of cuddly, fluffy

ones we're used to seeing. The new stars are slugs (yukl), mice, insects, aardvarks (Nobby, coming soon from Thalamus!) and now, just out of hibernation, Turbo The

This surprisingly speedy superhero was created by a freak accident in the lab of

Yo dudes, it's time to chill out with DJ PHIL 'DISCO' KING. Watch him wobble onto the dance floor as he goes looking for a decent record collection (ie no Alice Cooper or Frank Zappa) in Code Masters' happenin' hit...



that shy retiring dragon, Little Pull (remember his first game?) has had the good sense to change his name. DJ Puff is now one cool. chillin' dude who has turned his home island into rave city where dragons dance all night to DJ's sensational sounds (pop pickers!).

Krip, a gorilla dictator, bans anyone from having a good time. He's only gone and confiscated DJ's entire record collection. Boo.

For some reason though, the evil Krip doesn't have the sense to smash all the records and has instead scattered them adventure: DJ Puff's Volcanic Caper.

There's platforms aplenty to jump on. and loads of collectable weapons to see off Krip's stormtroopers. And despite being so cool, DJ still has a fiery temper and can summon up a useful blast of flame breath at any time. He'll just have to be careful he doesn't melt his records!

Will DJ get a rave review and rock right into the top ten? Tune in next month for the full ZZAP! lowdown-down-diggery-down!



Doctor Mullinger, worldrenowned scientist and part-time pub singer. His pet tortoise just happened to choose the 'Matter Doesn't Matter chamber as a suitable spot for hibernation. A few bolts of lightning and clouds of smoke later, Turbo was born!

Shakin' shells

As you can see from this month's fab firstlevel demo, this is classic platform action with loads of stuff to collect and different



onto. Turbo can even grab some bullets to shoot 'em. There's an extensive scrolling

landscape to explore, with some cave entrances leading to special bonus screens (try finding the one in the demoi). And, of course, each level climaxes with a big supervillain.

It all has the look and feel of a game you won't want to put back in its box for the winter! See if it's worth shelling out for (£3.99 cassette, £5.99 disk) in the lettuce-chewing ZZAPI review next ish!

Now Featuring... ORCEFIELD

CONSOLE VILLAGE

Meet the editorial teams from N-FORCE and SEGA FORCE! Enter exclusive competitions! Tune in to the more music Long Wave Radio Atlantic 252 live! Take part in our mega Sega & Nintendo challenges! Get help with your game playing problems at the console clinic! Pick up a FREE copy of the new issue of your favourite all-action consule magazines!

THE HOME COMPUTER

Over the last ten years, the computer has established a permanent place in the home, and the number of home computer users increases dramatically every year.

Many people have yet to tap the full potential of their home computer and are constantly looking for new ideas and applications.

The most popular systems have proven to be the ST, Amiga and PC, and at the International Computer Show, you will be able to see, try and buy a whole range of products and services which will help you to maximise your use and enjoyment of these machines.

So whatever your area of interest, you'll find the hardware, software, peripherals and consumables you'll need at the International Computer Show and all at great show prices.

Pre-purchase your fast lane tickets to save money and beat the gueues. Simply call the ticket hotline number 0726 68020 for your tickets now. Or send the voucher with your cheque or credit card number. Closing date 3rd July 1992.

Ticket prices: Admission on the door £6, Under 10's £4 Fast lane tickets (before 3rd July 1992) £5, under 10's £3

Westminster **EXHIBITIONS**

Westminster Exhibitions Ltd. Surrey House, 34 Eden Street, Kingston, Surrey KT1 1ER

Grab a console bargain at the...

Incorporating the 16 Bit Computer Show

Spansored by









10th - 12th July 1992

Friday and Saturday 10.00 to 6.00, Sunday 10.00 to 4.00

Wembley Conference & Exhibition Centre, London



Credit Card No.

Nearest tube station - Wembley Park (Metropolitan & Jubilee Lines) Easy access - On site parking - Follow the signs to Wembley Wider gangways and facilities for the disabled

Europe's biggest show specialising in everything for the ST, Amiga, PC and consoles - Hardware, Software, Peripherals and consumables.

In addition to 180 companies showing the latest available for use in the home, there will be seminars, demonstrations, hands on opportunities, a home business feature area, free advice centres and rides! A fun day out for one and all!

To: International Computer Show, PO Box 68, St. Austell PL25 4YB	Please send me	Fast Lane Tickets @ £5. Under 10's Fast Lane Tickets @ £3
enclose a cheque/P.O./Credi Name	t card details for £_	made payable to International Computer Show
Address		
		Postcodo

OR phone 0726 68020 to book with credit card [1754]









Just like the General Election, our awards are won on a first-past-thepost basis. Call it unfair if you like, but awarding 40% of an award to one person and 20% to someone else isn't really practical! Anyway, here's the verdict of the ZZAP! electorate...

BEST GRAPHICS

Turrican 2 (Rainbow Arts) Last Ninja 3 (System 3) 21% Turbo Charge (System 3) 14%

Those incredible huge superbaddles and gorgeous scrolling backdrops earn Turrican 2 its third award.



soundtrack.

Turbo Charge (System 3) 21% Turrican 2 (Rainbow Arts) 19% Last Ninja 3 (System 3) 12% After several creditable runners-up spots, System 3's superfast racer wins a welldeserved victory for that splendid

BEST ADVENTURE / RPG Ultima VI (Origin/Mindscape)

60% Death Knights Of Krynn (SSI/US Gold)
The Magic Candle 10%

(Mindcraft/MicroProse)

Origin's superb RPG gets the biggest vote of the night, and possibly ever in the history of the ZZAPI awards. What a shame Ultima VII won't be released on the C64

BEST SOFTWARE HOUSE

Ocean 56% Thalamus 19% System 3 13% Look, I know they always win, but with quality products like Smash TV, Terminator 2, Navy

SEALs and RoboCop 2, is it any surprise?

ST PROGRAMMER(S)

Apex (Creatures 2) 38% Manfred Trenz (Turrican 2) 25% Carl Muller (Speedball 2) Blimey, the Apex lads win this award even though they didn't actually release a game in 1991! But they did work hard, didn't they?!



BEST ADVERTISE/ Terminator 2 (Ocean) Last Ninja 3 (System 3)
Smash TV (Ocean) Old Spannerbreaker picks up another award for his moody performance in a series of popular ads

BEST BUDGET GAME CJ's Elephant Antics (CodeMasters) 31% Turrican (Kixx)
The New Zealand 15% Story (The Hit Squad) CJ doesn't need to blow his own trumpet! The best original budget game for some time fends off some classy rereleases.

Dick Tracy (Empire) Final Fight (US Gold)
Teenage Mutant
Hero Turtles (Imageworks) The chronic conversion of Warren Beatty's turkey film wins by a landslide. Let's hope that buries it forever!

ZZAP! 64 No.85 # June 1992



Turrican 2 (Rainbow Arts) 40% Speedball 2 (Imageworks) 14% Turbo Charge (System 3) Yep, the stunning Turrican 2 emulates its predecessor which took the Best Game award last year. What a huge surprise!

ST COIN-OP CONVERSION

Smash TV (Ocean) 11% Super Monaco GP (US Gold)

Rod-Land (Storm)

Not exactly a close contest for this category. Smash TV sweeps away all other contestants to scoop an incredible 55% of the votes, and the star prize!

BEST LICENCE (Not Cair Terminator 2 (Ocean)

Navy SEALs (Ocean) RoboCop 2 (Ocean) 13%

Hasta la vista, baby! Arnie may not win many Oscars, but the big guy's actionpacked movies sure make great computer names

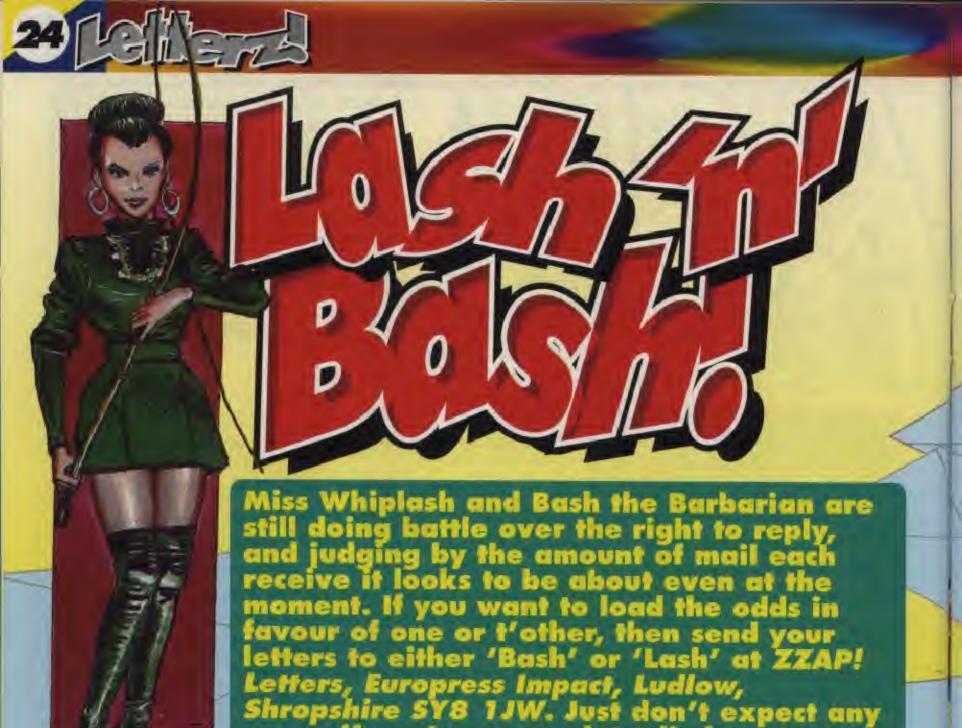


Turrican 2 (Rainbow Arts)

Turbo Charge (System 3)

Exile (Audiogenic) 15%

Manifed Trenz's masterpiece picks up its second award of the night (applause)



POSTERMAN PRAT!

Could you please, please please send me another poster as the one I got with my Zzapl (which I'veenclosed) was only half completed.

Jeson Woodfield, System, Leicestershire. By the power of Numbskull, Jason, thou truly art a few Brontoburgers short of a picnic! The half-a-poster you sent to us was the FIRST half of a two-part poster which appeared in Issue 79 of ZZAP! Hadst thou only purioined Issue 80 thy poster would've been complete! Even a self-addressed stamped envelope with your curt communique could have secured you th'other half

mercy if you're a complete dimbo...

(yes, the ZZAP! crew are that generous), sadly though you neglected to enclose one. Too late now, ninny!

WHATEVER HAPPENED TO ...

Let me tell you a little story. There I was

SPANISH INQUISITION

I'm writing to ask lots and lots of questions:

- Have you ever heard of a compilation called Arcade Classics? It contains four games called Mr Do, Dig Dug, Pole Position and Pac-Man?
- 2. Could you please tell me how to practise levels two and three on Back To The Future 3, as I have tried everything. Also does Corky have any tips for the game?
- 3. Is Rick Dangerous 2 on cartridge?
- 4. Which is the best cartridge game you have ever played?
- 5. Who do I write to for pokes for old games?
- 6. Why is it that the pokes never work for me?
- 7. Could I say hello to Miles Finlay, Ross Hunter, Tom Peel and Gavin Marks who likes to eat?
- 8. Please make the tips section bigger.
- 9. Are you ever going to produce a tape with lots of pokes on it?
 Angus Patterson, Northumberland.

PS Do you know where I can get a copy of Rick Dangerous 2 on tape?

- 1. No, but it sounds ancient.
- 2. Why not try writing to Corky and asking him?
- 3. I think it appeared on one of those Disk Co cart compilations.
- 4. My fave is WWF: I just love watching those hunky wrestlers grapple while I waggle the joystick. It leaves me all in a sweat.
- 5. Erm, Why not try writing to Corky? Ever get a sense of déjà vu? Ever get sense of déjà vu?
- They don't always do much for me, Angus, but maybe you're doing something wrong.
- 7. I take it the others are anorexic?
- 8. Bigger is better, I agree. But has Corky got enough material to fill the space?
- 9. Well, my S&M educational video is still being censored (there's about a minute left)... oh, I see what you mean! Yes, we're planning a pokes section on the Megatape. Corky's taking an age typing them all in even slower since I threatened to give him a good lashing!

 Miss W

OH ... YOU DON'T

I own a Commodore 64 and this Monday I went down to the shop and bought Renegade III. When I loaded in the game I hit fire, and once I got to the end of the screen I went to enter a hole that is there but I couldn't. Please could you print the answer in the playing tips pages?

Luke Anonymous, Anytown

You own a Commodore 64, you say? Well I never! Who would have thought it? And a ZZAP! reader too. Unbelievable! And you went to the shops on a, when was it again... a Monday? This is fascinating! I gave your letter to Corky for his tips section, but the big lad

says 'Stuff off! I ain't doin any tips for THAT pile of poo!' And there's no arguing with that, is there? So all I can suggest is this; once you reach that 'hole' you mention, keep battling on, It isn't, in fact, the end of the level - you just have to slay enough prehistoric monsters before the screen will scroll on again (and let's face it. Renegade III is a bit of a prehistoric monster itself!). Bash

chucking copies of a certain rival mag into the fire when my father entered the room brandishing the latest copy of ZZAPI Was I in for a shock or what? And do you know, the new look was the culprit! Yes, you have to keep up with the times, but it's about as hip and happening as Liverpool's away kit and as clear as the sprites on Shadow Warriors! Now some demands... sorry.

1. What happened to that funky dude of a cover artist, Oliver Frey? As I flicked through the glossy pages of ZZAP! I found he had been reduced to painting pictures of a Slimfast-addicted woman wearing fishing

2. Come back Lloyd, all is forgiven. 3. Where's my best pal Scorelord? I looked for my favourite character, only to find he had been replaced by the same bitch who has taken over Lloyd's job.

What's happening at ZZAPI Towers? now find that it's being invaded by ex-CRASH staff, and the mag is becoming more like Playboy with every issue. remember the old days when layouts were readable, ZZAPI cost under two quid and a packet of polos were still ten pence.

David Starling, Great Yarmouth

Oliver who? Fear not, Frey fans, for thine most artful dodger WILL be back. The reason that his brush has stroked not a lot on these pristine pages of late is twofold: firstly he's been very busy providing Illustrations for the soon-to be-seen N-Force magazine (which Europress are launching for Nintendo fans... both of themi), and he's been

Don't worry Vim suckers! I shall return soon! Then we'll see who eats the most **Duracelis!**

sunning himself on the golden shores of beautiful Ball for the past three weeks!

Lucky beggar. Point 2. Okay, so he's gone - but not targiven! And neither are you...

The word from Scoreland is this; he's currently recharging his blaster batteries and will be beaming down to ZZAP! Towers next morith to do battle with Miss (that's a laugh, she's a proper little Madam!) Whiplash. Watch this space!

And / remember the days when readers had a bit more respect for us hard-working

mortals! And Polos are for girlie's - so suck on that!

NICE TO SEE YOU, TO SEE YOU.

Nice to see a man doing the letters page as well as Miss Tart-lash. If you ask me, she should go back to her kitchen!

Anyway, here are my questions: 1. My tape recorder used to load practically

every game I bought, but now I'm lucky if it loads one game a week! Hardly any Megatape games work, and games which used to load - like Lords of Chaos and Creatures - won't any more. What can I do?

2. I used to have a Spectrum (sorry) up until a year ago, and there were two really amazing games called Orc Attack and Car Wars which I loved and lost. I am not sure if they have been deleted, or even if they were ever available for the C64, but is there somewhere I can write to get my dream games?

Lastly, I would like to congratulate you on the new look (suck suck), and I especially like the PD pages. Is there any chance of making this column longer?

Mark Beese, Bristol

 Seasons gruntings, Mark. It's nice to be a man 'doing' the letters pages; that stroppy strumpet Whiplash has had it too good for too long, but how the twoheaded blue-worm of Gulonkerb turns,

Okay, to your questions. Firstly, relax. Tape trouble is a common problem that can (and does!) afflict anyone, of any age or gender, instantly and without warning at any time. There's absolutely nothing to be ashamed of, and the very fact that you've confronted your fears, faced up to your problem and sought help on your own initiative shows that you're strong enough to make a full recovery. What I prescribe is a C64 Cassette Doctor (honest!), Trilogic, the

DON'T RAP ZZAP!

Dear Miss Whiplash (I praise the church of Whiplash)

You let those complete and utter prats have their say now let me have mine.

I read the letters last ish and was shocked to read the criticisms made about ZZAPI.

What a load of CRAPH have bought Commodoré Format loads of times (because your mag had sold out) and it is completely useless. Apart from crap reviews and the spelling mistakes and misprints in the mag, you have to put up with pages of noncomputer-related crap!

As for the remarks about too much sexism in ZZAP!, that is also unreasonable. Okay, so there is sexism but it goes both ways [oo-er! — Miss W]. Sometimes it is slightly strong but so what?, so is Cheddar cheese!

These are my views, and whiplash to anyone who disagrees.

Mark Ryan, Shadwell, London

PS. Please may I have 20 lashes? No, make that 40 ... no, I don't want to be greedy. 30 will have to do

PPS. One final point. Your mag is the only one which would print such criticism about itself, and your mag is the only one which will respond to the criticism written about it! I praise the church of ZZAPI 64, may it live for ever.

I think you deserve the full 40 lashes for sticking up flercely for liberal values I'm always liberal with my whip! Miss W

company that manufacture these little marvels of modern medicine, have only recently stopped advertising the product (it's a special tape that helps you properly align your azimuth heads). You can give them a call on 0274 691115 and, as ever, mention that ZZAP!'s Bash the Barbarian sent you, and you'll find them more than helpful. (If you'd rather write, their address is Unit One, 253 New Work Road, Low Moor, Bradford BD12 0QP.)

I can find no information regarding the availability of either of the two games you're looking for. They've never been reviewed in ZZAP!, though, so unless they slipped out under assumed names I'm afraid you've had it.

Finally, like 'Lash's waist-line, the PD File will be expanding and contracting depending on what there is to put in it!

ZZAP! NOT Dear ZZAPI

I wanna deck some people! Especially those who wrote in complaining about ish 82 and the new look. Rubbish, childish, cluttered! Those were the hypocritical (big word that) comments written by certain people. All right, so the piccy of Miss W on the high-score page is a little bit 'revealing' but I'm sure-it can be changed.

As for the other comments—I don't think sol I recall someone complaining about those little cartoon drawings of you lot, I would just like to say that I think they are very comical and nowadays virtually every computer magazine has them (except to crappy ones like Amstrad Action!). Overall I think ZZAPLis a very good magazine (much better than CF) and I will stand by it (roll patriotic music!) through rain, snow and worst of all, the CPC becoming the best 8-

As I've started writing to ya now, I might as well ask you some stuff that I've been dying to ask for ages. First of all, what happened to the C65 (it sounds excellent)? For a couple of issues all that we heard was C65, C65. Lloyd even promised us an interview with Andrew Ball but we heard nothing. What's happened? Have Commodore totally scrapped the idea of the C65 in favour of the new Amiga 300/600 or what? The O65 really does sound brill and even people that down Commodore reckon it sounds pretty nifty. I well and troly hope Commodore haven't made the wrong decision yet again.

Just one more thing. Why, oh why, when I say I have a C64 do people laugh? It really gets on my nerves, especially when the person who laughed owns a CPC! They don't seem to understand that the 64 is the don't seem to understand that the 64 is the best-selling 8-bit, so it can't be that bad. Also, the people who laugh usually own a console which is in a totally different class to the C64. So please, please could you tell the people concerned (Martin 'I Down Everything' Hill and Ross 'I Have An Extremely Big Head' Nichols) that the C64 is not crap at all, in fact it's very very good! Craig Ellis, Basingstake, Hants PS. Don't take the mick out of Farty Phil, I'm tat as well!

I have only just plucked up the courage to write to you after a year and a half of reading ZZAP! At Christmas most of my friends received either Amigas or a console (mainly Mega Drives). I myself received a Game Gear, and considered selling my C64 to buy a Mega Drive or software for my Game Gear. Now I'm glad I didn't because after playing my mate's Mega Drive I'm not impressed. When he plugged in Sonic The Hedgehog I saw the fantastic graphics and nearly fainted.

But when I started to play I couldn't belive how easy it was, I have subsequently played more Sega games and have realised that they too are very easy to complete. I think Sega are conning people who pay £45 for a game that they can complete in a few days Where as I can spend £4 on a longlasting budget game such as Turrican or The New Zealand Story The sooner 16 bit computer and console owners realise cracking graphics don't make a game great, the better off they'll be

New Eve got that off my chost I have a

tew questions for you:

 You've probably had this question asked a hundred times, but is Lemmings going to be converted to the C64?

2. Instead of creating the C65, why can't Commodore release add-ons for the existing C647

3. When is the 3.5-inch disk drive due for release?

 Do you know of any good flight sims, and is there any chance of one being considered for the Megatape?

Please keep up the accurate reviews and show the rival mags what a bunch of amateurs they are

Andrew Imrie, Scotland

You know, Andrew, thou art correct. In fact, the only thing me and that apology for a wench that I'm forced to share this column with can agree on is that Sega games are just too tlamin' easy. Why, even Corky's completed a lew of 'em!

Now down to your questions, and I'll let you get away with enquiring about Lemmings on the C64 this time

 Ha ha, lard bucket! But seriously, I think some people overreacted to a few throwaway lines in the mag - you'd see far worse in many 'family' newspapers.

The C65 is still a great mystery. All Commodore will say is that there are 'no new developments'. So make of that what

People who laugh at the C64 do it through sheer ignorance. I bet they've never played Turrican or Creatures, otherwise they'd be gobsmacked, especially the console owners who pay about £40 for games that can often be completed in a few hours! Some of the consoles aren't superior anyway: the C64 compares very favourably with the NES and Sega Mastersystem (both 8-bit). As for the CPC, it's basically a slowed-down Spectrum - even Noel Edmonds won't give them away any more! Miss W

LLOYD

MANGRAM... RRIP
I have enjoyed reading ZZAPI since early 1987 (Issue 25) and have seen many Editors come and go (I don't know whether I'm coming or going at the moment! - Ed haven't liked everything they've done, but at least they all did something positive. Like bringing in much needed humour (Gordon Houghton), setting the mag back on track (Stuart, after Gordo and Co left abruptly) but not until now have I felt compelled to write to you. When Issue 82 dropped onto the mat I thought 'Humah'. First I looked at the contents page; 19 reviews, not bad in these recession-stricken times

Then I turned over, and at last there was an editorial after a 31-issue absence. Glancing at the 'who duz wot' bit as has been my wont for many an aeon, I spotted an absence. Where is Lloyd Mangram? Calming myself I took it page by page, instead of going straight to the Brap as I usually do, it all seemed fine - a nice new review box and smart section titles, full budget coverage (all good stuff). Then I got to my formerly fave ection, the Rrap, but who's this? Some bitch with a whip! There was some tal about a cruise, paper bags and the good old Hermes typewriter... then enter you, Miss W.

With a lump in my throat I proceeded found none of the double entendres in Whiplash Whispers funny, and the illustrations were a bit tasteless. Back in '88 people were comptaining about the Vixen. and Psycho Pigs UXB adverts, Mel Croucher wrote an article on it called 'Software

Sexism', and Miss W is



ZZAPI 64 No.85 June 1992

/rrocommm! Dakka! Dakka! Dakka! Dive bomb! Dive bemb! Hari-Kari!

see the Stuff column - but anyone else asking the same thing will feel my steel. Grrr.

2. Commodore have been quieter than an Orc in a dog-food factory regarding their plans for the

64. If I can't get a response from them soon I'll force-feed em my old loin cloths!

3. Erm, about the same time as Terry Waite? Yes, it's been available for months now — but I've been reliably informed that the 3.5-inch drive is going to be re-launched, hopefully with a sizeable catalogue of software titles to accompany it. If you'd like to get your hands on one and don't know where, or simply want further details, Mr Vincent Maguire is the man to deal with. You can write to Vincent at TiB Pic (that's the company who actually manufacture the drive). Sales & Administration Centre, 36-50 Adelaide Street, Bradford BD5 0EA. Oh, and tell him ZZAP!'s Bash the

Barbarian sent you to ensure a speedy reply!

4. Having only just mastered the art of walking (let alone flying!) I asked the ZZAP! editorial team to advise me on this one, but they replied 'we're too busy'. A few practice swings with the trusty old battle axe later (I swung Whiplash around by the ears!) and their verdict was soon forthcoming: MicroProse's Project Stealth Fighter is about the best the C64 has to offer on the flight sim front. But getting it for the Megatape? Unthunderouslylikely!

5. Okay! Bash

up the PD File...it's great. As for you Lucy, you seem intent on turning ZZAPI into another CRASH. Bring back Diary Of A Game and leave us poor old 64 owners alone. If you're so scary why don't you convince Martin Walker, Andrew Braybrook et at to return to the best 8-bit mag. I hope you pay heed, you're still my favourite tome by miles... for now.
John Allison, West Yorkshire

 Sorry you don't enjoy my double entendres, Johnny. But thanks to 'ideologically sound' folks like you, we have to print Bash's disgusting portrait just to show we aren't sexist!

BLOWIN' OUR TRUMPET

After reading some of the criticisms from readers in the past few months I fell that it was about time I wrote in.

Firstly, I have been buying this magazine on and off since the first time that Elite (by Firebird) was reviewed. Now, if any of your other readers have been with you that length of time then, like me, they will have seen many changes in the magazine in terms of staff, reviews, layout and style. They may even agree with some of my points!

I) STAFF MOVEMENTS

It a member of staff can do a better job, give better results, and improve the qua of their work in another function within the office, it is common practice in business everywhere to let that person move and develop their skills. The day that ZZAPI stops

moving people around is the day that they lose sight of supplying Customer Satisfaction. Thankfully that day still seems a long way off.

2) REVIEWS

A review is meant to give you a taster of what you can expect for your money. It is not meant to be the Curriculum Vitae of everyone involved in writing the thing! Therefore, if a reviewer starts going on about something other than the game s/he is obviously telling you that the game has not really got anything different in terms of game play to offer. That doesn't mean that the game is rubbish, just that it has probably been done elsewhere before. Remember that every type of game play has been — or is! — available for the 064 in one form or another... and new games are just old techniques in a different

3)LAYOUT

our younger readers should be proud that they are buying a magazine that is leading field. If any readers also have the Japanes games machine 'INueNDO' they will probably buy that mag which is Total crap. Are they aware that the layouts produced by ZZAPI are constantly being ripped off and copied by at least 40% of all other mag's on the shelves? No? Well next time you go, look for yourselves!

Only by pushing the boundaries of moral judgment to their extremes are you doing to get rid of sexism, racism, sizism and classism (along with all the other buzz-words that are used by pompous morons to build wall around themselves so they can validify their own judgments of other people). (Woah there) Calm down boy) — Ed). ZZAPI to date has

taken the mickey out of everyone without being prejudiced against anyone or anything. The very fact that some of the critics got their letters published at all is a demonstration of ZZAPI's commitment to its' readership. Graham Pritchard, Eltham, London SE9

 Strewth, what a pathetic little wimp you are, Graham! Whittering on and on like that, you sound like a blooming Lefty! Seriously, though, you made some valid points and you're right. We at ZZAP! do not discriminate against anybody... no, we rip into everyone with equal vigour! But at least we've still got the ability to laugh at ourselves, and face our critics with a smile. Taking ourselves seriously has never been our objective but, believe it or not, taking YOUR opinions seriously is our top priority. Now beat it, will you?! Miss W

Well, that's it for another month. If we can keep 'Lash and **Bash from** eachothers' throats for long enough there'll be another round-up of reader queries next issue. A forty quid software voucher awaits the sender of the best letter - so whip out yer biros and get scribbling! Address your mail to either of the two, and send them to ZZAP! Letterz, Europress Impact, Ludlow, Shropshire SY8 1JW.

ZZAP! 64 No.85 June 1992

28 MONOR 24 FIGURE 1 The Trojan C64/128 lightpen and



"The ultimate feature packed utility cartridge ever conceived for the CBM 64/128 systems. Press the cartridge "freeze button" and unleash the powerful Graphics, Backup and monitor utilities. Fastload a 200 block program in under 6 seconds. How have you survived without this?"

PRICE: £34.95 REF. NO. 6318

The Trojan
C64/128 lightpen and
Penmaster art program allows all
users of all ages to create colourful
drawings and designs directly on to
screen.Pack also includes a basic
program to allow users to write their
own pen compatible software.

Code 6327 £26.95

RE-INK SPRAY

You can help put an end to enviroment waste and save money at the same time

thanks to RE-INK, a revolutionary new spray which brings new life to exhausted fabric printer ribbons. RE-INK is cost effective and simple to use. Simply open your plastic ribbon cartridge, spray a few squirts

of RE-INK's special ink and lubricant formula and your ribbon is good as new - sometimes even better!

COST £12.95 CODE 6301



Also includes six games

Operation Wolf Gunslinger, Cosmic Storm Trojan Phazer gun opens a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and accuracy for C64 users of all ages.

Price: £22.95 Ref no: 6203

Ghost Town
Baby Blues
Goose Busters



The Adventure Gemer's Manual

Adventure Gamers Manual £12.95 Ret NO.6319

STAR GURSON LJOYSTICK

This new joystick will give you maximum results in game play. It is comfortable, easy to use and is of arcade quality. The Star Cursor Joystick is the closest thing to having your own arcade game in your home, it also comes with a 1 year guarantee.

Code 6326 £17.95



Bak 5329

Skateboarding



Ref: 6305 Large Small Ref: 6306 Both £4.95

Grey Zzap!



Large Ref: 6307 Small Ref: 6308 Both £4.95

Golden Axe



Large Ref: 6309 Small Ref: 6310 Both £4.95

BACK ISSUES

With tope £2.50 £12.00 for any six Issue we have are 26, 40, 43-45, 50, 61-63, 65,69-78, 80-84 We also have a number of back issues without tape at £2.00 each Phone for details

SOFTWARE MEGADEAL If you wish to order any cassette or disk that is currently available please use the following Special Offer discount table to calculate your Offer price using the recommended retail price of the items you require.

commen	Jeu romaniem	
IBCOM	OFFERS	SAVE
RRP	3.99	1.00
4.99	6.44	1.75
7,99 8.99	7.24	2.00
9.99	7.99	2.00
10.99	8.99 9.99	2.00
11.99	10.40	2.55 2.55
12.95	10.44	3.00
12.99	11.99	3.00
15.99	12.99	4.00
19.99	19.99	5.00
24.44	23.99	6.00 7.00
29.99	27.99	VEES ALSO
34.99	CARTRIE	GES ALS

SEGA GAME CARTRIDGES ALSO AVAILABLE - PHONE FOR DETAILS,

Zapping



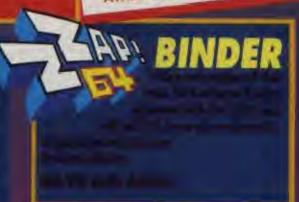
Large Ref: 6311 Small Ref: 6312 th £4.95

Games Machine



Large Ref: 6313 Small Ref: 6314 Both £4.95

Ordering is easy. Please complete the form below remembering to clearly indicate which product you require along with our reference number if shown or the type of computer and cassette disk formal you require. Then send the form to our FREEPOST address or if you prefer fax it or felephone our 24 hour hoffine



Offers subject to availability, Overseas orders despatched by Airmali, All prices include postage, packing and VAT Valid to May 31st 1992

PRODUCT DESCRIPTION	REFNO/FORMAT	PRICE
Please add postage as detailed below (UK free of charge)		
POSTAGE:Add £4 for Eire/Europe, £6 for overseas unless specified above	TOTAL	0

Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK)

Products are normally despatched within 48 Hrs of receipt but delivery of certain items could take upto 28 days

Order at any time of the day or night

By fax: 051-357 2813

Don't forget to give your name, address and credit card number

By phone: 051-357 1275

General Enquiries: 051-357 2961

Cheque/Eurocheq Acess/Mastercard			nect.	Expiry Date	Ш	/
Address	3	Postco	ode		_	

Micky Garnett is the lad with 376,000 on Alleykat! BIG NOSE'S AMERICAN ADVENTURES (CodeMesters) 369,445 Grahmm Keeling, Bournemouth, Dorsel 01ACK THUNDER (Mogatape 26) 748,514 Duan Vanderbingh, Londondony, N Yorks 8001DERDASH IV (Megatape 23) 60,545 Wim Vall, Kampen, Holland 45,985 Graham Keeling, Bournemouth, Dorsel 45,987 Alan Healy, North Strand, Iroland CPS ELEPHANT ANTICS (CodeMesters) 257,990 (Genroleted) Graham Keeling, Bournemouth, Dorsel 257,434 Wim Vahl, Kampen, Holland 232,690 Matthow Withers, Crewe, Chestine CREATURES (Tholsonus) 22,434 (Completed) Graham Keeling, Bournemouth, Dorsel 15,432 (Completed) Graham Keeling, Bournemouth, Dorsel 15,432 (Completed) Banny G. Balton-In-Furness, Cumbria 15,323 (Completed) Ronal Bhan, Lawer Hutt, Wellington, New Zealand

Hurrah! At last, loads of you have sent in your photos Very good they are too: it's taken me a whole month to stop laughing! Also, some cheeky eik (con't remember his name) asked me why I never put any of my personal scores in this section. Well, chummy, my scores are so extensive there'd be no room for your piffling efforts. Hmm, maybe that's not a bad idea... But seriously you deserve a good smacking for putting such naughty thoughts in my innocent mind. So sad off and keep submitting your scores and photos to scores and photos to Whiplash Scores, ZZAP!, Europress Impact, Ludlaw, Shrepshire SY8 1JW.

NAVY S.E.A.L.S (Ocean) 233,240 John Whyte, Kilsym Glásgow 221,348 Chris Liverpaol 231.318 (Completed) Patrick Walsh Formby, Merseyside

New Zealand

FLIX FLAX (Megatope 20)

21,000 Rory Revs. Stamp, Beringarth, Cumbria
17,250 Graham Keeling, Bournemouth, Derset
15,000 Jose Winston, Edgware, Middx

FLIMBO'S OUEST (System 3)
317,190 (Completed), Sirnon Wallington, Hounslow, Middx
240,700 (Completed), Sirnon Wallington, Hounslow, Middx
240,700 (Completed), Liam Ryan, Co Tipperary, Ireland,

GRIBBLY'S DAY OUT (Megatope 25)
7,325 Graham Keeling, Bournemouth, Darsel
2,925 Patrick Walsh, Formby, Merseyside
1,427 Poul Cardno, Formby, Merseyside (.427 Paul Cardno, Formby, Merseyside HUDSON HAWK (Ocean) 41,375 Danny G. Dalton In Flumest, Cumbria 24,833 Hory McGlinchey, Edimenton London KLAX (Tengen Ol' Aland Heaty's a corker with 7,842,846 on Domark) 7 842,846 (Wasse 90) Aland Heaty North Strade

7 442 840 (Wave Evosham Works 5.431.721 (Wave 56) Mark McGarry Lame, N Ireland 4,903,330 (Wave 73) Chris (WAK) Everett, Worceste

KWIK SNAX (CodeMasters) 4,942,850 (Completed) Graham Keeling, Bournemouth

4.712.750 Hugh McCartan, Houston, Henfrewshim 4.541,11.2 (Completed) Simon Wallington, Hourislaw, Midds NARC (Occurs)

2.003,150 (Completed) John Wilson, Camberley, Surrey 1,374,620 (Completed) Paul Sexton, Co Cork, Ireland 1,954,620 (Completed) Painck Walsh, Formby, Merseyside

Chris 'Wot a lad' McGann looks a hot number as he

romps in with 221,348 on Navy SEALS!

Co Limerick,) 581, 100 Paul

DUTTAKE 2 (Magalape 20)
34-110 Danny G. Danon in Furners, Cumbria
32,720 Grzham Keeling, Brumamouth, Dorset

0

Vichi, Kampen, Holland 8±0,050 Dame Mitches, Crawley

W Sussax 376,000 Michael Garnett: Hart-old

BIO HOSE'S

32,720 Granam Resing, Bournemouth, Dorset
15,790 Rachul Keeling, Bournemouth, Dorset
PARADROYD (Megataps 24)
114-570 Michael Garnett, Hattwig, Rierts
28-176 Danney G. Dallion In-Furners, Curroma
21,765 Graham Keeling, Bournemouth, Dorset
PUZZNIC (Greun)
5,998,000 (Completed) Ronal Shan, Lawer Hull, Wellington.

New Zealand
5.455.100 (Level 8.8) CC Barday, Edinouroli
5.444.000 M. Skali Thompson, Woodshorps, Yeak
PAINSOW (Megotape 24)
32.350 Paintok Welsh, Formby, Merseyside
10.715 Graham Koeling, Bournemouth, Dorset
4,183 Paul Cardno, Formby, Merseyside
REVENGE OF THE MOTANT CAMELS
(Megotape 79)
280,532 "Ullimativ Sheep", No Fixed Address
271,040 Ryan Pascali, Lingham, Devon
184,345 Paul Cardno, Formby, Merseyside
8050COP 2 (Ocean)
14,358.600 (Completed) Ronal Bhan (Robo Wa), Weilington,
New Zealand

New Zealand
10.01 1.060 (Completed) Simon Wallington, Hounelow, Middx
9,150,000 (Completed) John Wilson, Camberley, Surrey
ROBOCOP 3 (Ocean)
2,000,000 Daniel Amie Greonsmith, Effon, Aberdeenshire
ROD-LAND (Storm)
471.100 (Completed) Ronal Bhan, Wellington, New Zealand
309,350 Graham Keeling, Bournemouth, Dorset
306.100 (Completed) Kristian Holger Pedersen, Karleiunde
Domest

SMASH T.V.

12.247,490 (Completed) Paul Carono, Formby Merseyalde
11.256,380 (Completed) Patrick Walan, Formby, Merseyalde
10.836,620 (James Hoyle, Lancaster
SUPER SEYMOUR (CodeMenters)
1.523,300 Graham Keeling, Bournerholth, Dosser
SUPER SPACE Invadens [Formark]
1.297,760 (Completed) Waynin Perkins, Colichester, Essur
321,210 (Completed) Paul Cardno, Formby, Merseyalde
211,110 Dan Bartlelf, Whitbourne, Wordester
TERMINATOR 2 (Osema)
184,850 Graham Keeling, Bournemouth, Dorser
10,800 (Completed) Lum Ryun, Co Tippeney, Ireland
100,150 John (Jojo) Curningham, Lumon, File
TURBO CHARGE (System 3)
73,400 Dannin G. Datton-In Futness, Cumbria
13,280 (Completed) Graham Keeling, Bournemouth, Dorser
12,100 (Level 3) Ronal Bhun, Wellington, New Zeisland
URIDIUM (Megariere 27)
260,300 Graham Keeling, Bournemouth, Dorser
12,500 (Completed) Graham Keeling, Bournemouth, Dorser
12,100 (Level 3) Ronal Bhun, Wellington, New Zeisland
URIDIUM (Megariere 27)
260,300 Graham Keeling, Bournemouth, Dorsel
256,790 Michael Gamett, Hattleid, Herte

Paul Cardno out celebrating his whopper of 80,460 on Zybex! What score did granny get Paul?



ZYBEX (Megatape [5] 90,950 Michael Garriett, Hatheld, Herts 60,460 Paul Cardrio, Formby, Merseyside 74,810 Kev Charlesworth, Hailaham, E. Sussex

GET IT IN THERE, KNOW WHAT I MEAN?!

Yes, submit if you don't sumbit you'll never score with mell) all your high scores now, AND DOM'T FORGET TO SEND A PHOTO OF YOURSELF for me to impale. hang and chain

OFTWARE CITY









Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 4AN. Tel: 0902 25304. Fax: 0902 712751

MPILATIONS

CALL US ON: 24 HOUR CREDI

BUDGET 1 PLAYER SCICER SOUND	5 Mr.	LEAGUE FOOTBUILD		150
2 PLAYER SUPER LEAGUE SOCCER	3.99	LEAGUE FOOTBALL	NEW.	35
30 P00L	7.99	MAGICLAND DIZZY	Cherry	.35
D STOCK CARS 2	3.99	MAN CITO CHECK	NEW.	35
A MOST SPORT		MANE (JTD (SISC) MANIC MINER		35
SOCCER BOSS ETC)	2.59	THE MATCH		Ai
MOVES IN ETC)	3.99	MIDNIGHT REDISTANCE	NEW	31
MOVES PRETTY GHTER &		MINI OFFICE		24
ECOMMANDO APE	3.99	MONTY PYTHON	NEW	31
ACE14.2		LANCOURAGE C. UAL		35
ACTION FIGHTER NEW		MULTIPLAY SOCCER MANAGER	NEW	33
AFTERBURNER AFBORNE RANGER MEW	3.99	NUHRAY MOUSE SUPER CGP	NEW:	31
ALTERED SEAST	1.99	NEW ZEALAND STORY		
AMERICAN 3D POOL ARKANDID 1 OR 2	399	ON THE BENCH		35
AHMALYTE	399	ON THE BENCH OPERATION THUNDIERBOLT		
AUGIE DIOGGY/DIOGGY DIADDYNEW	5.95	DEFINITION WOLF		-14
AUGIE DOGGYIDIOGGY DIADOY/DISC) _NEW BANGER RACER .	5.99	OUTRUN. PAPERBOY.		21
BARBARIAN	2.99	PEGASUS BIRDGE (WAR GAME)	NEW	35
BARBARIAN 7	3.96	PITSTOP 2		21
BATHAN THE CAPED CRUSADER	399	POPEYE P POSTMAN PAT 1 OFF 2		21
BEACH-WEAD 18.2 & PAID MOSCOW	4.96	POWERDRIFT		
BIFF NEW NEW NEW NEW		PROFESSIONAL FOOTBALER		30
BLACK HORNET NEW	299	PUB GAMES	TATA CONTRACT	21
HLOCO MONEY	3.90	PUZZNIĆ	NEW.	37
BODG EIGH NEW BOONG MANAGER	3.99	QUALTRO ADVENTURE SOLLY ETG	NEW	31
THE PROPERTY.	3.99	QUALITRO CARTOON (LITTLE PLEF ETC)		3.5
BIBBLE DOZZY		QUATTRO CON OPS (FAST POOD ETC).		- 27
CLINTHELEA.	3.96	QUESTION OF SPORT	-	3
CASAL EPHANT ANTICS	3.09	RAINBOW ISLANDS		31
CALIFORNIA GAMES:	399	ROADBLASTERS		
CHAMPIONSHIP GOLF.	199	ROAD RUNNER WILE COYOTE ROBOCOP		3
CHAMPIONSHP WRESTLING CHASE HO	330	ROCK STAR: ATE MY HAMSTER.		-31
CALCRE FGG 1 OR 2	3.00	SAM FOX	_	- 2
COLOSSUS CHESS 4 (DISC)	4.190	SCHAMBLED SPIRITS	NEW.	3
COMMANDO	2.99	SHADOW WARPIORS	NEW_	2
COMMANDO CONTINENTAL CIRCLIS	3.99	SHINDB:	- 11	3
CRICKET CAPTAIN NEW	3.99	SLKWORM SICATE WARS	NEW	9.
CUP FOID BALL	3.99	SNOCKER MANAGEMENT		3.
DALY THOMPSONS DECATHALON		SOCCER7		3
DALEY THOMPSON'S OLYMPIC CHALL	3.99	SOCCER PINBALL	NEW	1
DEVASTATING BLOW BOXING	3.59	SOCICER RIVALS:		3:
DOUBLE DRADION 1 DR 2	3.09	SPACE HARRER 2	AFTER	-1
DRAGON NINA EDD THE DUCK	3.99	SPHE IN TRANSYLVANIA	ret m	-1
EMPIRE STRINES BACK	3.90	SPY WHO LIDVED ME	NEW_	3.
ESCAPE PLANET ROBOT MONSTERS INEN F.1, TOPPMACO	3.86	ST DRABON	NEW.	3
F-IS COMBAT PILOT NEW F-IS COMBAT PILOT (DISC) NEW FANTASY WORLD DIZZY FEORLIS GARBATI & CASE	3.19	STEIGAR	NEW.	
F-16 COMBAT PILOT (DISC)	799	STRIDER		3
PERRAPI FORMULA ONE	3.50	STRIKER STAIKER MANAGER	-	3
FIGHTER PLOT	2.00	STRIP POKER 1 OR 2		- 2
FFEMAN SAN	7.90	STUNT CARL PACER		3
FOOTBALL CHAMPIONS	700	SUMMER GAMES. SUPER LEGUE SOCIOER.	-	3
FOOTBALL DIRECTOR	730	SUPER OFF ROAD RACER	NEW	-1
FOOTBALLER OF THE YEAR ?	. 5.99		NEW.	-5
FRUIT MACHINE SIM Z. BALDRAGONS DOMAIN	2.00	TAI CHITORTOISE		3
GAMES SUMMER EDITION.	3.99	TARGET HENEGADIE.		3
GAMES WINTER EDITION	3.95	TECHNOCOP		-3
GARY LINEKERS HOTSHOTS GAUNTLET 162 + DEEPER DUNGSEONS	296	THOMAS THE TANK ENGINE. TITANIC BLINKY		-2
GEMNI WWG	3.99	TRACKSUIT MANAGER TRAPDOOR 1 & 2	-	2
GHOSTEUSTERS 2	3.99	TRAPDOOR 1 & 2		-2
GHOST AND GORLINS	195	TREASURE ISLAND DIZZY TREBLE CHAMPIONS		1
GHOULS AND GHOSTS GOLDEN AXE		TURBO OUTRUM		1
GRAHAM GDOCH CRICKET	299	TURBO OUTRUN. TURBICAN. TURBICAN.	Messe	3
GRD FROM 2		TUSICER.	- NEW-	- 4
HAWEYE	3.99	THE UNTOUCHABLES.	-	- 3:
HERCES OF THE LANCE NEW	199	VENDETTA VZ	NEW.	
HUNT FOR RED OCTOBERNEW	3.99	WACKY BACES	NEW	4
HUNT FOR RED OCTOBER (DISC) NEW	3.39	WACKY RACES WACKY RACES (DISC) WEMBLEY GREYHOUNDS	NEW	5
HYPER SPORTS	1.99	WEMBLEY GREYHOUNDS	1	- 0
ICE HOLDKEY	3.99	WINTER BAMES		- 2
NDIANA JONES LAST CRUSADE	3.69	WONDERBOY.		3
INTERNATIONAL MANAGER	3.99	WORLD CLASS LEADERBOARD,		3
INTERNATIONAL NINJA RABBITS,	3 50	LEADERBOARD & TOURNAMENT	NEW	4
INTERNATIONAL SOCCER TALM 1990 NEW JUMP'S SOCCET MANAGER NEW	349	X-QUT		3
JIMMY'S SOCCET MANAGER	3.99	XENON		_3
KENNY DALISH SOCCETI MANAGER	2.09	YOSI AND THE GREED MOINSTER		. 6
NOCK BOXING	2.09	YOR HEARS GREAT ESCAPE	- paper	2
	77 763	VPORTS:	NEW	3
NOX OFF	3.99	70/05	- ucu	

CBM 64 FULI	
sa Patrician Karas mar	CASSDISC
3D CONSTRUCTION KIT.	17.991,7.99
ALIEN STORMALIEN WORLD	8.9911.99
PATTI E COLUMNIE	NEW 6.99 . 6.99
BATTLE COMMAND	7 00 1 0 0 U
DIDES BHOS	MEW AVA + 0.00
CUK CLAK	NEW # 99 N/A
COLOSSUS BRIDGE 4	8.9910.99
COLOSSUS BRIDGE 4	NEW .N/A 10.99
CURSE OF AZURE BOND	SN/A17.99
CYCLES	5.99 7.99
DAILY DOUBLE HORSE RAC	ING 7.99 N/A
DOUBLE DRAGON 3	NEW.7.99.8.99
DOUBLE DRAGON 3	8,99 N/A
ELVIRA	N/A17.99
ELVIRA ARCADE	7,9910,99
ELVIRA ARGADE EXILE FINAL BLOW	NEW 8.9910.99
FINAL FIGHT	6.0011.00
FUN SCHOOL 3 (U.5)	
FUN SCHOOL 3 (5.7)	0 00 1 2 00
FUN SCHOOL 3 (5-7) FUN SCHOOL 3 (7+)	9 99 1 2 99
FUN SCHOOL4 (UNDER	5) 8.9911.99
FUN SCHOOL 4 (5-7)	8,9911.99
FUN SCHOOL A 17-1	8 9911 99
GATEWAY FRONTIER	N/A17.99
GRAND PRIX (D&H) HERO QUEST DATA DISC	7.99NA
HERO QUEST DATA DISC	
WITCHLORD.	5.997.99
WITCHLORD HERO QUEST + DATA DI HUDSON HAWK	SC 8.99 N/A
HUDSON HAWK	7.9910.99
INDY FIEAT	NEW 8.89 10.99
LACT MINING	0.001.000
JETSONS	R 99 ft 99
MIGHTY BOMBJACK	7.9910.99
MONOPOLY DELUXE	7.99 N/A
MOONFALL NEIGHBOURS NEVERENDING STORY	7.99N/A
NEIGHBOURS	7.99 N/A
NEVERENDING STORY	27.99 10.99
NORTH AND SOUTH	8.99 N/A
OVER THE NET	MEW 7 00 40 00
PIT FIGHTER	7 99 10 99
POTSWORTH	NEW 699 699
PIT FIGHTER POTSWORTH PPHAMMER	NEW 7.99_10.99
RB12	7.99 . 10.99
FICEIN SMITHS INT CRICK	ET7.99NA
RODLAND	8.9911.99
RUBICON	NEW:7.9910.99
PODLEDIE HONOROLY	7.9910.99
ROBLAND RUBICON RUGBY WORLD CUP SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER SPORTING TRIANGLES	15 00 N/A
SHADOW DANCER	R 90 11 90
SPORTING TRIANGLES	7.9910.99
SIM CITY	N/A13.99
SIM CITY	7,9910,99
SMASH TV. SPACE GUN. STEALTH FIGHTER	7.99 10.99
SPACE GUN	.NEW.7.9910.99
STEALTH FIGHTER	10.9913.99
STRATEGO	
INVANCEDE	700 10 00
INVADERS. SUPREMACY	10 99 13 99
TERMINATOR 2	7 99 10 99
TRIVIAL PURSUIT	10.99 13.99
TURBO CHARGE	8.9911.99
WORLD CLASS RUGBY	N/A17.99
WORLD CLASS RUGBY	7.9910.99
WORLD OF SOCCER	NEW.5.99 NA
WWF WRESTLEMANIA_	"MEAN 9 30 JO 33

AD DOMETDI IOTIONI VIT	The second secon
IN MOITUUNI RITERIOU UK	17.991.7.99
ALIEN STORM	8.0011.00
ALIEN STORM	NEW 5 00 6 00
DATE COLUMN	ADA+1.00
BATTLE COMMAND	NA11.99
BLUES BROS	7.99 10.99
BLUES BROS	NEW N/A10.99
CLIK CLAK	NEW II OO M/A
SOL SERVICE PRODUCE .	TATE AL SOUTH AND
COLOSSUS BRIDGE 4	8.9910.99
DOVER GIRL POKER	NEW N/A 10.99
CURSE OF AZURE BOND	S N/A17.99
TYPIEC	500 700
DAILY DOUBLE HORSE RAD	Dorler Co. December
DAILY DOUBLE HORSE HAD	ING 7.99 N/A
DIPOMACY	NEW.7.99 8.99
DOUBLE DRAGON 3	E.99 N/A
EL MDA	AUA : 7.00
TANDA ADDADE	7.00 4.0.00
ELVINA AHUADE	
EXILE	NEW 8.9910.99
FINAL BLOW	8.99 N/A
COLAT FIGURE	0.0044.00
ELVIRA ELVIRA ARCADE EXILE FINAL BLOW	
FUN SCHOOL 3 (U.5) FUN SCHOOL 3 (5-7)	9,9912,99
FUN SICHOOL 3 (5-7)	9.9912.99
FUN SCHOOL 3 (7+)FUN SCHOOL4 (UNDER S	9 99 1 2 99
EIN COMOOL A IIINDED	00 1 100 0
FUN SCHOOL4 (UNDER	2) (533 1 1 .33
FUN SICHOOL 4 (5-7)	8.9911.99
FUN SCHOOL 4 (7+)	8.9911.99
GATEWAY FRONTIER	N/A 17 00
COAND DOWN COAL	7.00 AVA
SHAND PRIX (DBH)	
GRAND PRIX (D&H) HERO QUEST DATA DISC	
WITCHLORD HERO QUEST + DATA DI	5.99 7.99
HERO OLICET - DATA DI	CA 000 M/A
HERD QUEST + LM (A D)	AMILEE DISTRICT
HUDSON HAWK	
NDY HEAT	NEW 8,9910.99
JETSONS	NEW 6.99 6.99
LAST NINJA 3	0.00 1.0.00
LAST MINJA 3	9.99 (2.98
MAN. UTD. EUROPE	B.99 11.99
MIGHTY BOMBJACK	7.9910.99
MIGHTY BOMBJACK	7.9910.99 7.99 N/A
MIGHTY BOMBJACK MONOPOLY DELUXE	7.9910.99 7.99 N/A
MIGHTY BOMBJACK MONOPOLY DELUXE MOONFALL	7.9910.99 7.99 N/A 7.99 N/A
MOONFALL	7.99N/A
MOONFALL	7.99N/A
MOONFALL NEIGHBOURS NEVERENDING STORY 3	7.99 N/A 7.99 N/A 2 7.9910.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH	7.99 N/A 7.99 N/A 2 7.9910.99 8.99 N/A
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER	7.99 NA 7.99 NA 7.99 10.99 8.99 NA 8.99 11.99 NEW.7.99 10.99 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER	7.99 NA 7.99 NA 7.99 10.99 8.99 NA 8.99 11.99 NEW.7.99 10.99 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 7.99 10.99 NEW.699 6.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 OUTH AND SOUTH OUTHUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PPHAMMER	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 OUTH AND SOUTH OUTHUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PPHAMMER	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 OUTH AND SOUTH OUTHUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PPHAMMER	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP HAMMER RB 12 FORIN SMITHS INT CRICK	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 7.99 10.99 VET 7.99 N/A
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP HAMMER RB 12 FORIN SMITHS INT CRICK	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 7.99 10.99 VET 7.99 N/A
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP HAMMER RB 12 FORIN SMITHS INT CRICK	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 7.99 10.99 VET 7.99 N/A
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER PPOTSWORTH PP.HAMMER RB 1.2 ROBIN SMITHS INT CRICK RODLAND RUBICON. RUBICON.	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 6.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 (ET 7.99 N/A 8.99 11.99 NEW.7.99 10.99 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER R.B.12 RUBICON RUBI	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 T.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER R.B.12 RUBICON RUBI	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 T.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NOATH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER R.B.12 RUBICON RUBI	7.99 N/A 7.99 N/A 2 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 T.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99 NEW.7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER R.B.1.2 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUGBY WORLD CUP SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 7.99 10.99 NEW.7.99 10.99 7.99 10.99 7.99 10.99 T.99 10.99 T.99 10.99 T.99 10.99 T.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER RB 1.2 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER SPORTING TRIANGLES	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 7.99 10.99 NEW.7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER RB 1.2 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER SPORTING TRIANGLES	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 7.99 10.99 NEW.7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER RB 1.2 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER SPORTING TRIANGLES	7.99 N/A 7.99 10.99 8.99 N/A 8.99 11.99 NEW.7.99 10.99 7.99 10.99 NEW.7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99 7.99 10.99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER R.B.12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SCRABBLE, MONOPOLY S CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 7,99 10,99 NEW,7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB.12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV SPACE GUN STEALTH FIGHTER	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV SPACE GUN STEALTH FIGHTER	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON STRAEBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN STEALTH FIGHTER STRATEGO STIPER SPACE	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON STRAEBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN STEALTH FIGHTER STRATEGO STIPER SPACE	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON STRAEBLE, MONOPOLY 8 CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN STEALTH FIGHTER STRATEGO STIPER SPACE	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN STRATEGO SUPPER SPACE INVADERS SUPPERSACE INVADERS SUPPERSACE SUPPERSACY	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE MET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV. SPACE GUN STRATEGO SUPPER SPACE INVADERS SUPPERSACE INVADERS SUPPERSACE SUPPERSACY	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SHADEN STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPER SPACE INVADERS TRIVIAL PURSUIT	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON SCRABBLE, MONOPOLY & CLUEDO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SHADEN STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPER SPACE INVADERS TRIVIAL PURSUIT	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PP.HAMMER RB 12 ROBIN SMITHS INT CRICK RODLAND RUBICON RUBICON RUBICON SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPER SPACE INVADERS SUPER MACY TERMINATOR 2 TRIVIAL PURSUIT TURBO CHARGE	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SCRABBLE, MONOPOLY 8 CLUEDO STRATEGO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV SPACE GUN STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPREMACY TERMINATOR 2 TERMINATOR 2 TTRIVIAL PURSUIT TURBO CHARGE	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 NEW,7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 10,99 13,99 7,99 10,99 10,99 13,99 7,99 10,99 13,99 10,99 13,99 7,99 10,99 10,99 13,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SCRABBLE, MONOPOLY 8 CLUEDO STRATEGO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV SPACE GUN STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPREMACY TERMINATOR 2 TERMINATOR 2 TERMINATOR 2 ULTIMA 6 WORLD CLASS RUGBY WORLD CLASS RUGBY WORLD CLASS RUGBY	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 NEW,7,99 10,99 13,99 7,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SCRABBLE, MONOPOLY 8 CLUEDO STRADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV SPACE GUN STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPPEMACY TERMINATOR 2 TRIVIAL PURSUIT TURBU CLASS RUGBY WORLD CLASS RUGBY WORLD OF SOCCER	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 NEW,7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 10,99 13,99 7,99 10,99 10,99 13,99 7,99 10,99 10,99 13,99 10,99
MOONFALL NEIGHBOURS NEVERENDING STORY 2 NEVERENDING STORY 2 NORTH AND SOUTH OUTRUN EUROPA OVER THE NET PIT FIGHTER POTSWORTH PPHAMMER RB12 ROBIN SMITHS INT CRICK RODLAND RUGBY WORLD CUP SCRABBLE, MONOPOLY 8 CLUEDO SCRABBLE, MONOPOLY 8 CLUEDO STRATEGO SHADOW DANCER SPORTING TRIANGLES SIM CITY THE SIMPSONS SMASH TV SPACE GUN STEALTH FIGHTER STRATEGO SUPER SPACE INVADERS SUPREMACY TERMINATOR 2 TERMINATOR 2 TERMINATOR 2 ULTIMA 6 WORLD CLASS RUGBY WORLD CLASS RUGBY WORLD CLASS RUGBY	7,99 N/A 7,99 N/A 7,99 10,99 8,99 N/A 8,99 11,99 NEW,7,99 10,99 NEW,7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 7,99 10,99 10,99 13,99 7,99 10,99 10,99 13,99 7,99 10,99 10,99 13,99 10,99

CBM 64 CARTRIDGE

CHASE H.O 2

ROBOCOP 2

PANG

NAVY SEALS ...

FULL PRICE	COMPI
CASSDISC	MULTIMIX 5
CTION KIT 17.9917.99	MONTY ON THE RUN, JACK THE NIFFER 2, & AUF WIEDERSEHEN MONTY
8.9911.99	CASS 4.99
NEW 6.99 . 6.99	MEGA MIX
MAND	OPERATION WOLF BARBARIAN 2, DRAGON NINLA & THE REAL GHOSTBUSTERS DISC ONLY 5.50
7.99 10.99	DISC ONLY 5.50
NEWN/A10.99	CHAMPIONS
RIDGE 4	MANUTO, JAHANGER KHAN SOLIASH & WORLD CHAMPONSHIP BOXING CASS 8,99 DISC 10,99
OKERNEW N/A 10.99	
URE BONDS N/A 17.99	THERE CHAMPONS II DODGAN
5.99.7.99	TREBLE CHAMPICHS, ELROPEAN CHAMPICHS, WORLD SOCCER LEAGUE, EURO: BOSS, WORLD CHAMPICH'S & TREVOR BROOKING CASS 7,79
HORSERACING 7.99 N/A	TREVOR BROOKING
NEW.7.99 8.99	CAS\$ 7,99
30N 3 8,99 N/A	TWO NOT TWO HANDLE
N/A17.99	GOLDEN AXE, TOTAL RECALL, SHADOW WARRIOR & SUPER OFF ROAD RACER
DE	CASS 10.99 DISC 13.99
8.99 N/A	T.N.T 2 HYDRA, BADIANDS, SKULLAND CROSSICARES, STUN RUNNER & ESCAPE ROBOT MONSTERS CASS 6-99 DISCL 2-99
.8.9911.99	CROSSBONES, STUN RUNNER & ESCAPE
3 (U.5)	CASS 6.99 DISC12.99
3 (5-7) 9.9912.99	
3 (7+)	GRID BON 2, BASEBALL, UCHI MATA JUDO
4 (UNDER 5) 8,9911.99	A MASKETBALL CASS 3.99
4 (5-7)	4 MOST BALLS, BOOTS & BRAINS
4 (7+)	A MOST BALLS, BOOTS & BRAINS SOCCER CHALLENGE, THE DOUBLE, RUGBY BOSS & AUSTRALIAN BULES POOTBALL CASS CHAY 3,99
ONTIER	CASS ONLY 3,99
DATA DISC	MAX PACK COMPILATION
5.997.99	TURRICAN 2, ST DRAGON, SWIV & NIGHTSHIFT
+ DATA DISC 8.99 NA	CASS 11.99 DISC 13.99
/K	MINUA COLLECTION
NEW 8.9910.99	SHADOW WARRIOR, DOUBLE DRAGON & DRAGON NINJA
NEW,6.996.99	CASS 7.99
9.9912.99	CREATURES, SUMMER CAMP, SHARE,
OPE	HEATSEEKER & RETROGRADE
BJACK	CASS-11,99 DISC 13,99
ELUXE 7.99 N/A	CARTOON COLLECTION DIZZY, SUGHTLY MAGIC, UTILE PUFF, SEYMOUR GOES TO HOLLY-MOOD, SPIKE IN TRANSYLVANIA & C.J.'S ELEPHANT CASS 7.99
7.99. N/A 7.99. N/A	SEYMOUR GOES TO HOLLYWOOD, SPIKE IN
G STORY 2 7.99 10.99	TRANSYLVANIA & C.J. 5 ELEPHANT CASS 7:99
SOUTH8.99 _N/A	100000000000000000000000000000000000000
OPA8.9911.99	LOTUS ESPRIT TURBO CHALLENGE,
NEW.7.9910.99	SUPERCARS, CLOUD KINGDOMS, IMPOSSAMOLE & GHOULS AND CHOSTS CASS 10.99 DISC \$3.99
7.9910.99	
NEW 699 699	SLENT SERVICE, CARRIER COMMAND, GLINSHIP, PAT THUNDERBORT & F1.5 STRIKE
NEW 7.99 10.99	GUNSHIP, PAT THUNDERBORT & FLS STRIKE
7.99 .10.99 SINT CRICKET7.99 N/A	CASS 11.99 DISC 13.99
8.9911.99	
NEW.7.9910.99	GOLDEN AXE, E.S.W.A.I., SHINOBI, SUPER
D CUP7.9910.99	MONACO G.F. & CKACKDOWN. CASS 12.99 DISC13.99
IONOPOLY	BOARD GENIUS
13,99 .N/A	SCRABBLE DELUKE, DELUKE MONOPOLY, RISK & CLUEDO MASTER DETECTIVE
CER 8.9911.99	CASS 11.99
RIANGLES7.99 10.99	Paranananananananananananananananananana
N/A 13.99	ORDER FORM & INFORM
7.99 10,99	All orders sent FIRST CLASS subject to ave
7.99 10.99 NEW 7.99 10.99	Software City, Unit 4, BDC 21 Temple Str RATES - Please add 50p for orders under £5.
HTER 10.9913.99	1 EEC countries add £4 per llam. Paying by che
5.99 7.99	Name
E	Address
7.9910.99	1
10.9913.99	Postcode
7.99 10.99	i faces a

Name of Game

Card No ...

Exp Date...

14.99

14.99

14.99

GRANDSTAND ID CLASS LEADERBOARD, PRO TENNIS R, CONTINENTAL CIRCUS & GAZZA'S SUPER SOCCER CASS 10.99 DISC 13.99 ADDICTED TO FUN BURNE BOSBILE RAINBOW ISLAND & NEW ZEALAND STORY CASS 7.99 DISK 10.99 HANMA BARBERA CARTOON COLLECTION YOGHS GREAT ESCAPE, HONG ROING PHOORY, RUFF AND READY & BEVERLEY HELS CATS CASS 7.99 DISC 10.99 TEST DRIVE COLLECTION TEST DRIVE 2(THE DUEL), MUSCLECARS, EUROPEAN CHALLENGE SUFER CARS & CAUPORNA CHALLENGE DISC ONLY 17.99 POWER UP SLANDS, ALTERED BEAST, X-OUT, FLRRICAN & CHASE HO CASS 11.99 DISC 13.99 13,99 RIE DRAGON & WHEELS OF FIRE TURBO OUTRUN, CHASE H.G., POWERDER! & HARD DRIVEN CASS 10.99 SPECIAL ACTION ER, CAPTAIN BLOOD, THE R, S.D.I. & DALEY THOMPSON'S OLYMPICS. CASS 5.60 DIZZY COLLECTION ZZY, FAST FOOD, FANTASY RID DIZZY, TREASURE ISLAND DIZZY & MAGICLAND DRILLER, TOTAL ECUPSE, CASTLE MASTER & THE CRYPT CASS ONLY 5.50 13.99 ASS subject to availability, dust fill in the coupon and send if to-IC 21 Temple Street, Wolverhampton WV2 4AN.POSTAGE r-orders under ES. Non UK/EEC countries add £1.00 per item. Non lem. Paying by cheque - Cheques payable to Seffware City

Postage

Total

EUROPEAN ORDERS MASTERCARD EUROCARD

DALIA VIJ TPE PUTUNE 3	THE WAS THE PARTY OF THE PARTY	TIPE I DE CONTRACTOR DE CONTRA		1864
CYBERWORLD	2.99	HERO QUEST	NEW	33
DAN DARE 3.	NEW3.99	KENTUCKY RACING	NEW.	23
DARKMAN		KICK OFF 2	NEW	A.3
EHUGHES INT SOCCER (CASS)	3.99	KICK OFF 2 (DISC)	NEW	6.0
EHUGHES INT SOCCER (DISC)	5.99	PACLAND		33
GRAHAM GOOCH ALL		PAICMANIA		33
STARS	NEW 499	PIPEMANIA	NEW	21
GREMLINS 2	NEW 3.99	SKIOOLDAZE		23

NEW BACK CATALOGUE



demand (a letter from Corky's mum — Ed) (nice one, me — Corky), coin-operated Caswell has been allowed to take a pocketful of ten pees to the arcades again. Once there, he's assaulted by a mad General,

rides a phrrrtt-inducing rollercoaster and joins the Arabian Knights (size of an elephant). But it's all in a day's work for the man-

mountain...well, in a day's ounging around, actually.

TOTAL CARNAGE

(Williams/Midway)

riginal game plot number 125343: the year is 1999 and a massive war has decimated most of the world. Peace reigns at

is creating an army of mutant soldiers (Marvel ain't the only ones with rights to mutant characters, y'know), and he ain't afraid to use 'em. Hostages have also been taken, and it's this fact that finally provokes the free world into action (you can mindlessly slaughter millions of our citizens, but try kidnappin' any of 'em and you're really in troublet). So enter stage left the Doomsday Squad: Captain Carnage and Major Mayhem are the guys to complete the mission at hand, so grab a

The task is straightforward enough: rescue the hostages and capture the General (destroying the mutants in the process). There are three battlefields to yomp

through and, rest assured, plenty of the Generals minions are there to roll but the red

carpet for Cap and the Major (at least the blood stains won't showl). But you aren't helpless; you start with an amazing arsenal and are able to pick up yet more weaponry along the way. So





ARABIAN I

(Sega)

emember the spate of Sinbad movies released in the 1970s? Tales of magic mysterious creatures and, above all, a great punch up? Now Sega have released Arabian Fight, an ancient Eastern tale of truth, justice and the search for a beautiful princess (makes it worth every bruise and sword







he War Of 1999. Reporters

good luck trooper, you'll need it (well, luck and an understanding bank manager, that is).

l love 'gung-ho' blasting games, and Total Carnage lives up to its name. But it's not all death and destruction, there is the usual Williams sense of humour there. A great laff as well as a decent

HURRICANE (Williams)

ue loadsa windy sound effects from the rest of the ZZAP! crew as I type my review of the new Williams pinball table. Hurricane places the player at the local Carnival, where you can sample the sideshows, risk life and limb on the big rollercoaster but not. unfortunately, stuff your face with mountains of hotdogs and candyfloss, Bahl

This is a pinball game in the classic mould, with plenty of flashing lights and many millions of bonus points to be clocked up. The first task is to smack the ball up the ramp and enter the rollercoaster ride. This is a perspex tube that runs round the outside rim of the table, leading to the big points (and

what do points make?).
Hurtling around on the rollercoaster builds values to one million points, and helps to highlight letters in the 'Palace' (light 'em all and you get the jackpot). Streaking on the 'Comet' (not literally, you fool) can score unlimited millions, and 'Dunking The Dummy' makes a big splash by advancing the bonus multiplier. Riding the 'Double Ferris Wheel' awards its own bonus or a quick score and, as with most

tables around at the moment, there's a multiball feature that sends a multitude of steel balls zinging around (you'll need three eyes and four arms to keep them all in play

pinball

for any decent amount of time!). There's plenty to see and do in Hurricane, it's a pinball freak's dream come true. As with video cabinets, it's my belief that Williams are the technical masters of the steel ball. There are thrills, spills and points aplenty in Hurricane. Are you a pinball wizard?



FIGHT

slash). Princess Lurana has been abducted by the odious Sheikh (Italiabout? – Ed) Sazabiss, who is also exerting every ounce of power to make a takeover bid (ah. he's Brucie in disguise) on the world. Three fearless heroes (and one heroine) are on the case: Sinbat, Ramaya. Goldor and Datta.

Seven mysterious levels stand between the brave adventurers and the Princess, and they re filled with plenty of opposition. So what do our brave heroes carry for projection? AK-47s? M-60s? Or even 10mm pulse rilles? The answer is none of the above, in a lime of magic and mystery they wield mighty



spells (well it works for Socty). So izzy wizzy and get busy saving the Princess, she won't wait all day you

know! The first thing that The first thing that strikes you about Arabian Fight is the stunning graphics. Especially the zoom feature — utilised when casting a spell — or when an attacker walks into or out of the screen. The cartoony atmosphere generated is first rate, almost like watching a almost like watching a animated Japanese TV show Brill









The mail bag has been bulging with budget priced re-releases of old C64 games again this month and, as ever, you can rely on us to sort out the wheat from the chaff, the men from the boys and totally t'riffic from the turkeys!



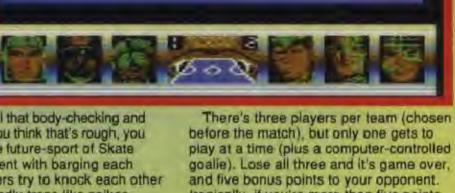
The Hit Squad, £3.99

ce skating, what a load of old tosh, eh? I mean, you slide around half the time on your bottom (just like Joanne Conway!). I can hardly stand up at the best of times — which isn't surprising when the only ice I'm interested in is in my Scotch on the racks! And I couldn't tell a triple Axel from a double Salko in a million years, let alone perform one!

Mind you, ice hockey's a bit

more like it - all that body-checking and fighting. But if you think that's rough, you haven't seen the future-sport of Skate Wars. Not content with barging each other, the players try to knock each other into various deadly traps like spikes, holes and liquidisers! The main objective, however, is to knock the ball into the opposing goal.

before the match), but only one gets to play at a time (plus a computer-controlled and five bonus points to your opponent. Ironically, if you're more than five points ahead in a two-player game, you can deliberately kill off your team to win! The solo game has you playing through



PRO TENNIS

The Hit Squad, £3.99

used to dream of being the next John McEnroe I'd practise my strokes against the garden wall for hours on end (and play tennis tool). In the end I never quite mastered the backhand, but

I got the tantrums down to a tee (you cannot be serious! - Ed)

And I always watched Wimbledon on the telly, even if it was just to see the lady players in those short skirts (apart from old muscles' Navratiloval). My particular favourite was Carling Basselt She wasn't bad, she was even seeded once (no comment! — Ed). I hear she's got kids now





But now I play tennis like a true professional. And you can tool Just buy my latest bestseller. Play Tennis The Phil King Way'.. Erm, maybe not, but everyone can hit a cross-court volley in Pro Tennis Tour.

Mind you, hitting the last-moving ball takes a bit of getting used to, It's just as well there's a practice mode with a machine churning out balls in six different patterns. There's also an option to practise serving: a tricky task involving quickly guiding a small cross into the service box.

When you've mastered the various



no less than 99 levels, each played until five goals are scored by one of the teams. Early levels are pretty dull, but as they get littered with more traps and obstacles, things get more interesting.

Well, not that interesting. There's not a lot to the game really: just barge the

other skater off the ball and race for goal the computer-goalle is totally useless. Solo games soon get very repetitive. Solo games soon get very repetitive. Solo games soon get very.

Add to this some very crude graphics (they were poor two-and-a-half years ago) and sparse sound FX, and you're skating on very thin ice.





strokes possible (including lobs and smashes), you can enter any of the four Grandslam tournaments (including Wimbledon), taking on computer players of varying ability. Alternatively, you can play against a friend

Of course, the question you're asking is how does it compare to the recently rereleased International 3D Tennis? Well, it may be simulating the same sport. but it's a totally different sort of game. International is much easier to get into as it automatically

positions your player for every shot This leads to a more strategic game with long railies. Pro is much faster paced, requiring ultraquick reactions and snap decisions.

Personally, I have to say I slightly prefer International, but Pro is still a definite buy at this price - you'd probably pay as much for one strawberry at Wimbledon!





Mixx, £3.99

re, didn't I review this somewhere else in this ish? Oh well 'ere we go, 'ere we

go, 'ere we go again!

MicroProse Soccer is one of my favourite games of all time, a superbly playable sim of that 'tunny old game'. Like so many of its computer counterpans it's viewed from overhead, the pitch scrolling to follow the action.

And what action there is! It's end-to-end, thrilling stuff throughout the whole malch (the clock even stops when the ball's dead — boo hoo, he'll be sorely missed!).

Skilful dribbling is easy 'coz the ball's glued to your toot, and you can soon zoom up towards the opposing goal. Or quicker still, send a couple of nifty passes upfield — you soon learn where

your team-mates are Mind you, getting through defences ain't that easy:

defenders can nick the ball off you by slide-tackling — although this has unpredictable results when it rains

All this is basic stuff, though, For real excitement, try a curling banana shot — in the

pre-match options you can alter barrana power; on the highest setting, the ball's like a boomerang! You can even do a stunning overhead kick! And when you score a cracker of a goal, you can watch it again on the slow-motion replay (this can be turned off).

Two player games are great fun, of course.

but playing solo can be just as good with a full World Cup tournament and the MicroProse Challenge — playing all international teams in order of difficulty.

It's not just the playability which is of the highest standard, though — graphics are excellent with fast smooth scrolling and superb cartoon player sprites. Even sound is brill with good in game FX plus obtional music, and an infectious little tune.









ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The Hit Squad, £3.99





es, it's the game that brought you big-busted blondes in blkinis, two hard-assed interplanetary SWAT men, the Weetabix monsters and a jaw cracking title. The artificial planetoid unsurprisingly (and unimaginatively) called X has been overrun by a nasty race of aliens. Called the Reptilons, these huge, scally hends have chained up the human inhabitants (these by happy coincidence are the blonde bimbos). The Reptilons plan too take over the Earth, and the bimbos

are up for nasty experimental surgery.

So into the fray stride Jake and Duke. Armed with plasma guns and smart bombs, they have a three-pronged mission. First rescue the bimbos, then rescue the noted scientist Professor Sarah Bellum (sadly without bikini) and finally destroy the Reptilons.

When first reviewed in Issue 62. Escape From the Planet Of The Robot Monsters received 68%. I personally think this is slightly low, especially as the game is so playable. Okay, the graphics are slightly ropey, but the urge to rescue the good Prof is strong.

Also the cartoony atmosphere is a big plus point in my books. If you missed this game first time round, get it now.

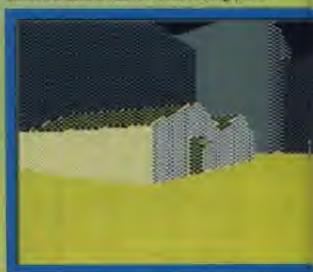


CASTLE

The Hit Squad, £3.90

else think these 3-D Freescape thingles just don't work on 8-bit computers? Sure, they look good, they're innovative and an unbelievable achievement technically, but they're so damned S-L-O-W. Alas, Castle Master, though widely regarded as the best of the Freescape games, suffers from the similar snail-paced somnambulance as its soporific stablemates.

Magister is not a happy chappy. In fact he's not a chappy at all, he's a rather aggrieved demon! A lazy git, he awoke from hundreds of years of slumber when someone built a castle on his resting place





DRAGONS OF

Kixx, £3.99

et's face it, if you want in-depth.

detailed games, then multiloads are something you can't avoid — 64K of memory just isn't enough. Even so there are three unpardonable sins which no multiload has the right to commit, and *Dragons Of Flame* is guilty of two of them. It doesn't multiload presentation screens, but it does force you to reload Level One even if you died on it, and





(I wonder if that'd work with Gorky?). Swearing vengeance on all who dwelt

there, he summoned every ounce of his demonic power, and... LOST! Weakened by his excessively long kip, the Castle Master easily overcame him. Never one to give in, he rubbed the sleepy dust from his eyes and renewed his attack. This time he trashed the joint, throwing the inhabitants into a deep coma and kidnapping a member of the royal family (prince or princess, depending on which sex you want to play as the rescuer — full marks to Incentive on that score!).

You have just 24 hours to rescue your sovereign sibling, or he/she will be turned in to a ghost and be forever shunned in royal circles (a bit like Fergie). Before you can reach him/her, you must destroy the spooks haunting the castle — their numbers are indicated by the (ugh!) 'spirit level' at the bottom of the screen. There are also three potions and ten keys to be found. You begin your quest outside the castle armed with a weedy slingshot, wondering whether to swim the shark-infested moat or lower the drawbridge. You eventually work out that if... on second thoughts, you can solve it yourself!

Castle Master is without a doubt the finest of the Freescape games. The graphics are mean and moody, allowing freedom of exploration with the minimum of mapping, the setting is realistic and gives a real feeling of being there, and the puzzles — you'll be scratching your head

for weeks. Trouble is, the joystick response and running speed makes Lucy's clapped-out Fiat look positively lightning-paced! You plod along at a steady crawl wondering if you'll ever reach that far-off doorway, let go of the joystick as soon as you get there, then promptly take another pacel is the floor slippery, or what?

As a technical achievement Castle
Master is a work of an, but at the end of
the day you either like Freescape games
or you don't. It you're into this sort of thing,
check it out — it's the best yet! If you're
not, it won't win you over







automatically restarts when loading is complete — If you go and make a cup of tea between lavels, chances are you'll be greeted with a 'game over massage when you return!

Dragons Of Flame, sequel to US Gold's first AD&D licence, Heroes Of The Lance, sees the land of Krynn in deep trub. The Draconian armies swept down from his sleevies (think about it), and overran the Elven lands of Qualinost (try saying that when you've had a few!). They already hold the Southern fortress of Pax Tharkas (I hope they change its name), and will soon crush the Elven folk belween it and their devilish hordes.

Your job is to deteat Takhisis the queen of the dark. Exciting sh?

of the dark. Exciting eh?
Alas, Dragons of Flame is far from gripping. Again the AD&D licence is only for show, with only token attempts at roleplaying included. Instead of preserving the statistics-and-dice method of combat the programmers have opted for a tacky arcade sequence featuring blocky, sluggish sprites and no skill at all. Character statistics play very little part in the proceedings, which is unforgivable for a product passing itself off as a roleplaying game. Worst of all, your entire party

becomes one sprile! You can choose which individual member fights the monsier, but larget about ganging up on him. You can't even separate on the 'map' screens, so you're doomed to wander around logether — does this sound like serious roleplaying, or does it sound like Golden Ake?

It sound like Golden Ake?

On the plus side, the spells and weapons remain faithful to AD&D and a save game option is provided, but this isn't enough to rescue it Dragons of Flame is at best a weak beat-'em-up, and could never cut the mustard as a bona fide roleplayer. If you're looking for a painless introduction to computer RPGs, check out Heroquest or Space Crusade instead.

58%







Ivan 'Iron Man' Stewart's Super Off-Road Racer

Tronix, £3.99 (Rerelease)

ave you got what it takes to be a champion? When the chips are on the table, will you be found lacking? Can

you eat three Shredded Wheat for breakfast and keep them down while reading these ridiculous clichés? Then maybe — just maybe — you can handle Ivan 'Iron Man' Stewart's Super Off-Road Racer.

Still think you can cut it? Good — hit that track and prepare to race! A multiplayer extravaganza in the Super Sprint mould, you control your sprite using the standard rotate/accelerate method - hit the gas with the fire button, and use the



joystick like a steering wheel. Tricky at first, but once mastered you wouldn't

want it any other way. Before lining up for the first race of the season it's off to the now-standard bitsand-bobs shop, where you can spend up to \$100,000 upgrading your jalopy. Cough up for greater acceleration. increased top speed, improved shocks for a smoother ride (pity - I hoped they'd electrocute your opponents), and snazzier tyres for better off-road-holding. You can also splash out on extra nitro-



Dizzy Down The Rapids

CodeMasters, £3.99

ood old Codies - if they can't rip off their own games, they'll rip off someone else's! Instead of your usual CodeMasters arcade adventure or platform opus, what we have here is a 'tribute' to that ageing Tengen coin-op Toobin', and a rather fab and groovy one

Dizzy's in a spot of bother. Hunting for

diamonds on a fast-flowing river may be a rewarding pastime, but he might have learned to swim first! Floating down such a treacherous waterway in a barrel isn't my idea of fun, especially when it's full of watersnakes, ducks, cannon-wielding dragons and all manner of flotsam and jetsam conspiring to sink his fragile craft. Luckily he has a stash of stones with which to protect himself. Bung 'em at the baddles for all you're worth, but don't waste 'em - you've only got a limited supply!

Dizzy Down The Rapids is full of eggcellent touches (unlike your jokes -



Ed). The baddies are interesting and varied, some taking only one brick on the bonce to kill, others such as the

ymour Goes

CodeMasters, £3.99

ow Seymour ever made it as a film star is beyond me. He's uglier than Corky, fatter than Phi and has less charm than Steve — in fact he bears more than a passing resemblance to Lucy! Either the



ZZAP! 64 No.85 | June 1992



Injectors, giving a short but effective blast of speed. All power-ups can be upgraded a maximum of five times, and you get more money to spend after each race depending on your finishing position. That's if you get that far finish behind any of the computer controlled racers and you're in for a permanent pitstop! Good job you start with three shared continues, isn't it?

Up to three human bods can compete (that's Steve out for a start!), with computer-controlled vehicles making up the numbers. Being a super duper wellard off-road jobbie, your machine can take a fair amount of punishment before falling to bits. Treat it with respect though - hitting scenery and objects costs time, and eventually impairs your vehicle's performance

I said it the issue before last while reviewing Iron Man on compilation, and I'll say it again — it's difficult to see how the game could be any better! The graphics are superb, the tiny sprites bounce around magnificently and the dirt shading is so realistic you'll want to clean your shoes after playing

With eight courses on offer you won't be finishing it in a hurry, and each course must be traversed in both directions, giving a grand total of sixteen levels. Best of all (cue drum roll), IT'S ALL IN ONE LOAD! Incredible!! Unbelievable!!! How the hell did they.

(Alright lan, we get the idea-

If you missed Ivan Iron Man Stewart's Super Off Road Racer first time around, there's no excuse for not getting it now. Awarded a miserly 85% in Issue 66, on budget it's worth far, far more, Great game!



hippo (cue Corky joke) need a more liberal pasting. Also when you die you get to choose whereabouts on the screen to restart, avoiding the trap of landing you right in the middle of what killed you in the first place. Best of all, that annoying Asteroids-style rotate-andmove control method has been dispensed with in favour of a much more playable system.

As you can see from the shots, the graphics are eggstremely good, eggcept for the main sprite which looks like an albino Pac-man having a crap. The sound is more than eggceptable too! (And there's worse to come - Ed).

If you've played some of the Speccy-ported Dizzy adventures, you may well have decided enough is un oeut, and decided that eggs are best left in omelettes. If so you should make this the eggception it's a good egg (honest) and a right good game to boot! (Old Robin Hoggy quote!)



movie director was blind, or wanted to do a remake of The Albino Spud-U-Like From Hell'! To make matters worse the dopey director's gone on holiday leaving the studios in a right two-and-eight, with scripts scattered to the four winds disgruntled stars stuck in the middle of

filming and a very depressed receptionist sitting around doing nothing. Seymour's task is to webble his weary way through the studios, returning scripts, cheering up bimbos, and generally returning his Hollywood hell hole into some semblance of order

> Originally a Dizzy game, the Codies decided they didn t want to put our ovoid chum in a real-world adventure and created a new character instead Seymour was born! No wonder the gameplay's so similar — same 2-D platforms and ladders world, same puzzles, same character

interaction, etc.

Unfortunately many of the Dizzy games were written on the Spectrum and ported across to the C64, slowing the action hideously and leaving it a cruel parody of its Speccy counterpart. And guess what? They've done the same again! Seymour features brilliant humour and some of the best puzzles and animation ever seen in an arcade adventure, but it plays with all the style and grace of a drunken elephant!

If you're mad keen on arcade adventures and don't mind ridiculously slow screen updates, Seymour Goes To Hollywood is for you! If you're not blessed. with the patience of a particularly welldisposed saint, look elsewhere.





Manchester United

OBH, £3.99 cassette, £5.99 disk

anchester United — Hal What's wrong with an Aston Villa licence? The only good thing you can say about Man U is that they lost the league championship this season (fancy getting beaten by Leeds!). Resisting the temptation to rubbish the game on its license, let's slap it in...

Manchester United is a game of two halves, so to speak, mixing management and arcade elements within the same game. A brave attempt, but ruined by the fact that neither of the elements are really up to much. Thankfully the management bit is multiloaded in between matches,

avoiding loss of depth, but lousy execution makes the game as a whole extremely Fourth Division.

The arcade section is hideous, featuring computer-controlled players running around like headless chickens and never attempting a tackle. As soon as you get the ball you just run at goal, the opposition making no attempt to stop you! When you

invade the penalty area and make that all-important shot you'll wonder why you bothered — the goalkeepers are so irritatingly agile it's almost impossible for either team to score! If Man United's real keeper was half as good they'd have walked the league.

After the inevitable nil-nil draw it's back to the management section for some between-match spit and polish. Although

mythology, starting in

Graeco-Roman hell (Hades to

scholars). If you survive it's on to

Nordic times to battle your way

to Asgard (are

the classical

not my cup of tea, I must admit Manchester United is a whole new ball game, Icon driven (hurrah!), it features all the usual bits and bobs, such as transfers, injuries, training and team selection. Released on its own it could've been a winner, but a dodgy arcade section that feeds in dud results makes the game unplayable — what's the point in managing a team that gets a goalless draw every week, whatever you do?

A management/arcade hybrid such as this could only really work if both sections are of a reasonably high standard. Though the management section is championship material, the arcade game is amateur league only. A brave attempt, but spoiled by poor execution. Even at budget price, the 65% it scored in Issue 67 seems excessively generous.



Myth Kixx, £3.99

hat's this? If you're going to rerelease a former Sizzler at a knockdown budget price, the least you can do is reprint the plot on the intay! The new. Kixx-produced packaging tells you all you need to know about the controls and special weapons; if even includes a few lips on baddie bashing, but gives no idea as to how you came to be doing if or why! Oh well, back to the old review...

The evil god Dameron has taken over Earth, and is making mincemeat outto the good guys. While he spreads his malicious malpractice throughout time, you've been chosen to kick his butt. Each level borrows from a different you getting all
this? It's a real
education, you
know!). The third
level sees you
walking like an
Egyptian.
braving the
curse of the Pharaphs and cursing

curse of the Pharaohs and cursing the tricks and traps liberally scattered

HISTORY IN THE MAKING

throughout the tombs. As for the fourth level... I'm not telling, but watch out for Dameron!

Mythis a real cracker! The graphics and animation are spectacular, and give a real spooky atmosphere — the 'hell' level is so hot you'll be opening the windows! Gameplay is nothing new, but with presentation like this who cares? You may have seen it all before, but there's always room for a game of this quality, especially at budget prices. Difficult at first, but keep persevering — with four spectacular levels, there's enough here to keep anyone happy.



12390%

FREE! WHEN YOU COMPLETE RETURN THE COUPON BELOW



When you buy your new Amigs computer from Bilica Systems, we will give you an additional 2359.73 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will miroduce you to the world of computing and help you to get off to a flying start with your new Amigs. Plus, with every Amigs from Silca we will give you to finights FREE holiday hole accommodation for you and your family to enjoy a break at home or abroad.

16 NIGHTS HOLIDAY HORNOR C24.99 RICK DANGEROUS C19.99 HOTEL ACCOMMODATION Every Amigs. 200 and 200 from Silca towners accommodation valences. These enits is people to accommodation valences. These enits is people to will accommodation for the property of any to a world of 16 rights in large of 250 from the property of the property

miga computer from ARCADE ACTION
10 Superb entertainment titles
10 Superb entertainment titles
224.

WORTH

C Commodore AMIG



FREE FROM SILICA:

- PHOTON PAINT 2.0
- ARCADE ACTION GAMES PACK
- **GFA BASIC INTERPRETER V3.5**
- 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION



CARTOON CLASSICS



IMD AMIGA 500 PLUS
BUILT-IN 1Mb DRIVE
A520 TELEVISION MODULATOR
THE SIMPSONS - BART V SPACE MUTANTS
CAPTAIN PLANET AND THE PLANETEERS
LEMMINGS
DELUXE PAINT III FREE FREE £24.99 £25.99 PLUSI - FREE FROM SILICA
PHOTON PAINT V2.0
ARCADE ACTION GAMES PACK
GFA BASIC INTERPRETER V3.5

PLUS!

16 NIGHTS FREE HOLIDAY HOTEL ACCOMMODATION

£25.99 £79.99 £89.95 £219.78 £50.00 TOTAL PACK VALUE: £916.68 LESS PACK SAVING: £557.68

SILIGA PRICE: £359.00



The ABOD marks the new era of Armya correctances. More conspect than the Aboth the ABOD marks that a best in 1Mb drive. TV Modulaser, internet to the new drive interface to easily add a hard drive include the Amiss, Senath qurit side to indicate interface to easily add a hard drive include the Amiss, Senath qurit side to indicate interface and include the Amiss of the externed the Amiss of th

16 NIGHTS FREE HOLIDAY ACCOMMODATION

TOTAL PACK VALUE: LESS PACK SAVING SILICA PRICE:



- Commodate has reseased their new CDTV drives for the Amgs 500 and 600 computers: Simply plug the thive onto your Amigs and you have the power to:

 USE THE SUCCESSFUL RANGE OF CDTV SOFTWARE. A vest array of these are evaluable new and more are being released all for time. With me CO's ability to rethere 540Mb of data (over 610 Amigs Roppy disks!), it is me ideal media for software based around entertainment, music, exhaution reference and more power.
- PLAY NORMAL AUDIO CDs. The high quality CD Player (8 x over sampling) sulputs sound quality that is equal to the best top and CD player available storay. The CDTV drive gives you the satisfy to program the CD Player on-screen to select sendon play, pre-sen play order and much more.
- PLAY AND SEE CD+G CDs. Not only on you got high quality aution but. OD+G (Compact Disk + Graphins) prinduces graphics on screen white the track or playing. These graphics are usually blast on the thems of the track or can be the tyrus of the song.

ALL PRICES INCLUDE VAT - DELIVERY

SYSTEMS OFFER

FREE OVERNIGHT DELIVERY: On all hardware orders shipped in the UK mainland.

TECHNICAL SUPPORT HELPLINE: Team of technical experts at your service.

PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.

ESTABLISHED 12 YEARS: Proven track record in professional computer sales.

BUSINESS + EDUCATION + GOVERNMENT: Volume discounts available 081-308-086.

SHOWROOMS: Demonstration and training facilities at our London & Sidoup branches.

THE FULL STOCK RANGE: All of your requirements from one supplier.

FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.

PAYMENT: By cash, cheque and all major credit cards.

Before you decide when to buy your new Arriga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Arriga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with datass of new products? At Sinca Systems we ensure that you will have nothing to worry about. We have been established for over 12 years and with our unrivalled expenses, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE



S FREE OF CHARGE I	IN THE UK MAINLAND	_
	1-4 The Mews, Hatherley Rd, Sidoup, Kent, DA14 -	4DX Tel: 081-309 1111
	52 Tottersham Court Read, London, WYP	
LONDON SHOP: Opening Hours	Selfridges (Ist Floor) Oxford Street London, WIA	1A8 Tel: 071-629 1234
SIDCUP SHOP: Cleaning Hours-	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14	4DX Tol: 581-302 8611

To: Silica Systems,	ZAP64-0692-80), 1-4 The	Mews,	Hatherley	Rd.	Sidcup.	Kent.	DA14	4DX
PLEASE SEN									

Mr/Mrs/Mis	is/Ms: Initials.	Surname
		The state of the s
	non-months and publications.	Postcode
Tol (Home	(L	751 7044-551

	and the state of t	PU	HODGE
Tel (Home):		Tel	(Work):
Company Nar	ne (if applicable):	,	

Which computer(s). If any, do you own?.. EAGE - Advertised pricals and specifications may change - Planse reliam the causes for the latest information

Three and Four.

Greatings my most excellent time-travelling friends, it's the Earlister tiere ugain with some more bints. The solutions and maps for your lave CS4 games. You'll have to excess me it i don't sound the locid at the moment, but I have a stinking sold. Facro I was congratulating myself on surviving the winter without so much as a sniffle, when I was saddenly struck down without warning. Most 'I sound very buch like dis' and have spent a small fortune at the chemists on sold remedies that don't work. What I need is a holiday somewhere nice, floride mathinks. (Deller than a 2nd eless return to Dottingham — Ed).

chemists on said remedies that dan't work. What I need is a holiday somewhere nice, (toride methinks, (Better than a 2nd class return to Dottingham — Ed).

Ever since childhood I've wented to go to Disneyworld, I'm jost a big kid at haart I know. Maybe I'll get there one day, or I might take a day trip to EuroDisney sometime in in the commer menths. Knowing my took I'll only be able to afford a weekend break in Dogaer Regis, especially as my measly wage has only gone up by foorpeace in the last two years. But enough at the self-indulgent whitnesing. I have for you this month the rust of The Jetsons solution, Murray Meases Supercop and Biff maps, along with whatever you kind readers send in. Let's get an with the show... When factor one Mc Sulu, and don't forget to release the handbrake this time.

THE SIMPSONS

Ocean

I know I'm a bit late with printing tips for this fantabulous game (the Simpsons board game's pretty good too — Phil). But as the old saying goes, it's better late than never (and better never late! — Ed). Thanks go to Simon Thompson from Barnsley for his help. Pity you're not called Simon Thospson, though, 'coz then you could make the anagram 'Hot on Simpsons' out of your name!

Level 1

Walk right until you get to the first window of Moe's Tavern, collect the spray can and paint the cinema billboard (stand to the right of the three aliens to do this). Now walk back to the starting position and spray the bin, then go to the phonebooth and jump onto the seat. Put a coin into the box and phone Moe, this results in a verbal battle between Bart and Moe that Simpsons fans will be familiar with. When Moe comes through the door spray him, then jump onto the washing line and knock the sheets onto the purple toys. Jump along the window ledge, dropping down to spray the bin, now jump the three aliens.

Enter the hardware shop and buy the wrench, exit and walk over to the fire hydrant. Spray if and then use the wrench on it, jump onto the window ledge then onto the door. Go to the plant pot and spray it, then jump off the ledge. Leap onto the ledge and then the door, and finally the plant pot. Spray it and jump to the next ledge and grab the extra life. Go back to the door and enter the shop, buy one cherry bomb and six rockets. Then leap onto the window ledge of Toys N Stuff, then the door and spray the plant pot. Collect the spray can then walk to Candy Most Dandy and spray the bin, grab the spray paint and let rip on the plant pot.

Go on to the Pet Store, jump on the window ledge (under the pet sign) and get busy with a cherry bomb. Go back to the bin and bounce to the right, spraying the plant pot on the way. Fire a rocket at the statue of Springfields founder (but don't cut his head off again), then speed along on yer well froody skateboard. Spray the fountain, then fire a rocket at the Bowlarama. Avoid the aliens, a super long jump will get you over the other two. Edge close to the enemy and fire a rocket, a 1-up should appear. Spray the next fountain and fire rockets at all the windows. Now it just remains to kill Jock to complete the level.

Level Two

Left, left, get dog, right, right, down, left, down, left, right, right, down, get hover-boots, up, left, down, up (lift), up, left, turn off the taps; right, right, get remote control, left, left, down, right, down (lift), up, left, left, up, down, right, right, down, get dog, up, left, left, left, up, down (lift), left, down, right, right, right, down, knock over bottle and press button, up, left, up, up, hit right button, down, down, right, right, up, enter car and go to Level Three.

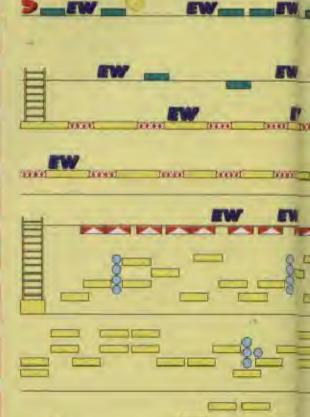
printed the firstlevel solution to this

most unbogus
futuristic game a
couple of issues
back, now Flichard
Beckett from York
(he of Dizzy
solution fame)
provides the solutions to Level Two.

Level Three

Right, get heart, left, left, get heart, up (lift), right, down, get heart, right, get heart, right, down (lift), left, get heart, left, down (lift), up, left, left, up

* We promised you more of that Hudson Hawk map, and here it is courtesy of David Pitchforth. What I want to know is Andie MacDowell's telephone number (get your hands out of your pockets, Corky — Ed).





0

go up, left, left, down, use plank to mend floor, up, get pick axe, down, right, down, use woodworm on wooden door, right, get cheese, get mouse, hit torch, up, up, left, left, down, cut through plank with saw, down, right, get mouse, left, use pick axe on wall, go left, hit torch

Go left, left, give cheese to giant mouse, left, up, right, right, up, hit torch, right, get spider, down (when nock has fallen), get frog's legs, hit torch, get mouse, left, up, hit torch, down, get newt's eye, right, left, move the rock by walking slowly toward it, stand on the rock and jump left to hit the torch, get mouse, walk left on the rocks created by the torch, a door will appear, left, up, hit torch, right, put the newt's eyes, the frog's legs and the spider into the cauldron, up, up, down, right, get telescope.

Go left, up, use telescope, down, right, rig left, left, left, up, right, up, up, walk right off the right-hand star, get keycard, left, up, right, right, up, right, right, down, right, get mouse, left, left, use shovel on boulders, down, right, use keycard on door, get mouse, walk into right wall, right, get stone, left, left, walk into first door.

Use password on second door, left, get mouse, get leaf, right, down, right, rig down, left, left, left, up, right, up, up, up, right, throw stone at flag, stand on rocket, jump up/left, fall left off ground, jump up/left off star, get mouse, down, right, right,

right, up, right, right, down, right, down, left, left, left, down, right, right, down, right, up, get mouse to win the game and get a cheese samle. (Like, er, it's THAT easy is it Corky, eh? — Ed)





Beyond Belief

Thanks go to Richard Beckett from York for his Biff solution.

- Collect the powercard.
- Collect the wirecutters.
- 3. Go to the start screen.
- 4. Use the powercard and the wireculters.
- 5. Get the rope.
- Ga to the rope bridge.
- Use the rope
- 8. Get the old clothes.
- 9. Put the clothes on the

scarecrow.

- 10. Take the choc seeds.
- 11. Drop the choc seeds on the scarecrow
- 12. Take the chocolate to Mum's house and use it.
- 13. Get axe.
- 14. Use the axe to chop down the tree on the scarecrow screen.
- 15. Take the planks from the tree to the small bridge and use them to complete it.
- 16. Take the key.
- 17. Take the oil
- 18. Go to the keyhole and use the key and

territoria ballerio

- 19. Collect the explosives, batteries and
- 20. Go to the wall.





- explosives
- 22. Use the batteries (put them in the torch).
- 23. Go to the dark room.
- 24. Use the torch.
- 25. Collect the jewel.
- 26. Collect the record.
- 27. Collect the broken ring.
- 28. Go to Mum's house.
- 29. Make a ring from the broken ring and the jewel.
- 30. Give the ring to Mum.
- 31. Get the glass.
- 32. Fill the glass with water. 33. Go to Mum's house.
- 34. Use full glass.
- 35. Use record.
- 36. Collect the matches, banger and coin.
- 37. Light banger with matches.
- 38. Go to the ice cream van.
- 39. Use the coin.
- 40. Collect the plant pot and the flower seeds (dropping the banger in the process)
- 41. Go to Mum's house.
- 42. Use the ice cream.
- 43. Get the bug spray.
- 44. Go to the scarecrow.
- 45. Use the flower.
- 46. Use the plant pot.
- 47. Use the bug spray.
- 48. Go to Mum's house.
- 49. Give the flower to Mum to win the

NOTE, you must press SPACE to use an object otherwise you'll regret it believe you

Imageworks

Following on from the tips printed last month, Ethan Dago from Co Durham has sent in further help for Brutal Deluxe tans.

- Powers

 1. Aggression (5 credits): This decides if a player will duff over an apparent or avoid him.
- 2. Defence (10 credits): This protects the player against attackers; the higher the
- defence rating the less likely it is your guy will be tackled.

 3. Throwing (10 credits): This allows the player to throw the ball further (makes.)
- Intelligence (15 credits): Duhhh, this turns your players into brainy bar stewards. thus they move into excellent attack positions
- 5. Stamina (15 credits): If a player runs out of energy or stamina, he'll be carried off on a stretcher.
- 5. Speed (10 credits): If you want a player to move like the proverbial off a shavel, this is the power-up for you.
- Attacking (10 credits): The higher the Attack rating, the more likely your guy will win in a ruck
- . Power (10 credits): Like the Attack power-up, the more Power you have, the higher the chances of an opposing player being taken off on a stretcher



EXAPI 64 No.05 . June 1992





HOW TO POLE IT (AND RISK A BLACK EVE)

Ever since I took over the tips section in the hallowed pages of ZZAPI 64, folks have whinged that most of the pokes are for Reset and Action Replay carts. How do you use Reset and Action Replay pokes? I'll attempt to explain (this should be good for a latf — Ed).

Reset Pokes

To use a Reset poke it's vital that you possess a Reset cartridge or much cheaper Reset switch (if you can find one).

Once you've loaded a game and reset your 64, the start up screen will appear: the game is still intact and you can now enter the POKE(s). This is followed by the SYS number (a machine code version of

the old RUN command) to get the game moving again.

Action Replay Pokes

These require... yes you guessed it, a small furry creature and a copy of 'Guns And Psychos Monthly' (it's an Action Replay cart, you prat — Ed). Oh yeah — sorry readers, again plug the cart in the relevant slot and away you go. To use a POKE select 'POKES' from the menu, and enter the desired gadgi. Now press the restart key (F3), and vollà, the game is ready to play. No SYS statement is needed 'coz the cart restarts the game automatically. Reset POKES can be entered by Action Replay owners, but not vice-versa.

Listings

A listing requires no additional hardware, just a keen eye and a pal to read out the DATA lines. It's a BASIC program made up of lines, usually starting with 0 and increasing in steps of one or ten. The listing must be entered exactly as printed, with the RETURN key pressed at the end of each line. When you finish typing the program, SAVE it to cassette or disk (this saves you typing it all out again). RUN the program, and if all is well the message PRESS PLAY ON TAPE' will appear at which point you insert the correct game into dataset recorder and load up as normal. If confronted with a 'DATA ERROR' message you've been a silly sausage and typed it in wrongly. Check through the program for mistakes. All clear? Good, Oh, and by the way, if anyone thinks that poking is something that's nothing to do with computers then I have no responsibility for their actions!

MIDNIGHT RESISTANCE

The Hit Squad

Here is a listing for infinite lives, keys and weaponry from a young gentleman named Stephen McMullan who resides in Co Tyrone. For info on how to use this listing, read the explanation printed elsewhere in the Tips section.

10 REM MIDNIGHT RESISTANCE TAPE CHEAT

20 FOR X=380 TO 446: READ Y: C=C+Y; POKE X,Y: NEXT

30 IF C< >7656 THEN PRINT 'DATA

ERROR': END 40 POKE 157,128: PRINT CHR\$ (147):

SYS 380 50 DATA

032,086,245,169,032,141,084,003,169,146

60 DATA

085,003,169,001,141,086,003,096,023,001

70 DATA 072,169,000,141,253,019,141,

215,019,169,234 80 DATA 141,228,181,141, 229,181,141,230, 181,169,173 90 DATA 141,060,040, 169,087,141,096,010,169,165,141 100 DATA 097,010,169,090,141,098, 010,104,173,032,208 110 DATA 096 120 END

GOLDEN AXE

Tronix

Here are some general tips for this sliceand-dice extravaganza, again from Stephen McMullan.

 Running around will make enemies slow down considerably.

2. Try to hold onto your magic for as long as possible, preferably till the later levels.

3. When faced with the end-of-level bad guys, shoulder or headbutt (I said HEADBUTT!) them — autofire is very handy for this part of the game.

DIAL-A-TIP

COMMODORE 64 CHEATS 0891 101 234 MEGATIP GAMESLINE 0891 445 987

> AMIGA GAMETIPS 0891 445 786

AMIGA HOTLINE

O891 445 985 SHADOW OF THE BEAST I AND II/ BARBARIAN II

INTERACTIVE SOLUTION 0891 442 022

COMPUTER FUNLINE

0891 445 799 FIRST SAMURI HELP LINE

0891 445 926 WHIZZKID COMPUTER QUIZ 0891 101 255

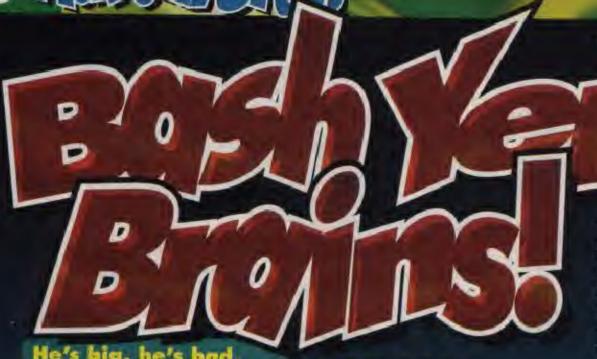
For details of our other helplines Dial 0891 445904

ALL LINES UPDATED WEEKLY
PROPRIETOR:- Jacqueline Wright, P.O.Box 17.
Ashton-Under-Lyme, Lancs, OL7 0WW
Calls cost 36p per min at 'cheap rate' and
48p per min at other times

At the time of writing this outro it's about a week after Easter, and everyone (except Phil) is swearing off Easter eggs for life — or at loast till next April. It's been Huey, George, Ralph and Bert for the last few days, liquid latts aboy. On a slightly more tasteful note, as of this month the £40 software voucher reward is being scrapped. In its place though, one of you could soon be the proud owner of an Action Replay cartridge. Yes, the top tipster of the month will be sent a brand-spanking-new cartridge enabling you to enter all those Reset and Action Replay POKES you regularly moan about.

The first locky winner is David Pitchforth for his Hudson Hawk maps. Congratulational If you already own an Action Replay cart, David, we'll always take it back and swap it for summit or other. I still haven't heard back from the young lady who sent me the Valentine card; did you really mean it? If I don't hear from you I'll know you don't care. Well, the sun is out and so I'm off out to sunbathe for a while, if I can get past the Ed that is. In the meantime keep sending your hard work to the usual address: IT'S CORKY, ZIAP!, Case Mills, Ludlow, Shrapshire SYO IJW. So until next month, true helievers, Excelsior. 'Nutl said.





He's big, he's bad, he's a bit of a lad he's lean, he's fit, he's a bloodthirsty git! He's... Bash the Barbarian and, from this month on, he'll be bringing you the very best in Commodore adventures.

Who does that Whiplash woman think she is? Poncing around with that silly whip, cracking smutty jokes — I've read funnier gags in Christmas crackers! She wouldn't know how to use a real weapon (fnar fnar), so they sent me to sharpen my axe on this month's adventure offerings. Judging by your letters, you loved Nythyhel — well 'ard, wasn't it? For those bogwarts who're still stuck, I've thrown in a few tips this month. Tony's sent me some more Commodore games to review too, so... let the slaughter begin!

DANGER — ADVENTURER AT WORK

Written by Simon Avery The Guild, £2.00 cassette and disk

t long last you've got a spare half hour to play that adventure you've been looking forward to! Making yourself comfortable, you load it in and... the doorbell rings! 'Hello. I'm from the Jehovah's Witnesses and have you ever fell that your life is going nowhere...' When you've finally got rid of them, you return to your game (damn God Squadders). Aha.— a problem! How do I... damn, there goes the phone. 'Hi. Dodgy Windows Inc. here, we've got this great special offer just for you at the reduced rate of only...

Sound familiar? Then you'll have no trouble relating to Danger — Adventurer At Work, in which you must find a quiet room where you can play adventures all day long and not be disturbed — bliss!

Right from the start you're treated to huge dollops of Simon Avery's erm. unique humour. The first location has you trapped in a lonely, deserted pub called The Nobody inn where you meet a depressed dragon who complains there aren't any virgins to kidnap these days ...levcept Phil King of course, heh, hen!)

Much of the numour lampoons adventuredom in general, eg the rope is described as 'standard adventure issue', and even some of the adventure world's big names are there (look out for the Welsh lady on a motorcycle). Just when you think you re in for a standard, cliched problem the rug is pulled from under your feet with a hilarious twist of logic. Even so, the humour's very accessible and shouldn't leave you scratching your head at 'in' jokes too often.

The parser is good but not perfect.
On several occasions the 'correct' response was not the obvious one, so perhaps a wider variety of inputs could've been catered for 'You're not expected to input anything too obscure

though, so frustrations in this respect are kept to a minimum. All the usual commands are

the usual commands are accepted, along with a few unique nouns invented by the author — LOUN for LOOK UNDER, LOBE for LOOK BEHIND, etc. It sounds

confusing, but keeps the game tlowing brilliantly.

The trouble with QUILLed games is that because they only recognise two-word inputs there's a danger a problem could be solved by accident. For example, imagine a locked safe that has to be opened with a crowbar If the player types OPEN SAFE while he hasn't got the crowbar, he might get the response. you can't. If he has got it. 'OK' The poor player might not realise that carrying the crowbar is the key to the problem, and be left wondering why his input sometimes works and sometimes doesn't. Danger - AAW always makes it clear what's going on. but splitting a command into two by asking 'with what?' might have worked a little bit better but then again, you can't have it all can you?

Danger — Adventurer At Work is a quality product. With a little more attention to the parser it could have been a Sizzler, but even as it stands it's well worth your dosh so get out there and part with it at once! You will not regret it believe me!

25 81%

TIPS

Nythyhel

■ Can't get on the train? The command is BOARD TRAIN. When on it, WAIT. Twice!

■ To kill the witch you need a silver

To kill the witch you need a silver bullet. The bullet-making kit is on the shop counter, and you melt the crucifix to make it.

Give the pawribroker the broach to get it go E, SW after filling the vanand SAY TO WOMAN "HELLO"

If you're still stuck, send a SAE to Tony at the Guild — his sacred parchment will reveal all and help you bear the brains outla this game! Year!

Contact Points

The Guild 760 Tyburn Rd Erdington Birmingham 836 8DG

■ Cheques payable to Glenda Collins.

STRATEGY

GETTYSBURG: is the most detailed and realistic computer simulation of this decisive battle ever made. 12 weapons types. Active participation by Brigade, Divisional and Corps commanders. Playing time 11 - 40 hours. C64 disk £24.95

OMEGA: Join the elite cybertank engineers. You will lead a monumental effort to design the supreme cybertank and test it in simulated combat. You must define chassis specifications, install lethal weaponry, integrate electronic systems and device the Artificial Intelligence that make your design more cunning, and more deadly, than any other. C64 disk £19.95.

MICROLEAGUE BASEBALL It: Be tha manager of Major League Players. Stats and strategy for the serious fan. Real players, true performance. You set up and change line ups, pick your spots for pinch hitters and relievers, decide when the players will steal, bunt or do a pitchout. For 1 or 2 managers. C64 disk £24.95

PANZER BATTLES: Re-live six great battles from the Russian Front, ranging in size from three divisions a side at Prokhorovka to 20 or more at Kharkov. This detailed, yet simple to use, simulations will deliver hours of engrossing entertainment. C64 disk £24.95

CLUE BOOKS: at £7.95 each: BARDS TALE I OR III, BUCK ROGERS, CHAMPIONS OF KRYNN, CHAOS STRIKES BACK, CURSE OF AZURE BONDS, DEATH KNIGHT OF KRYNN, DRAGON WARS, DUNGEON MASTER, ELITE, ELVIRA I OR II, EYE OF THE BEHOLDER, GATEWAY SAVAGE FRONTIER, MIGHT & MAGIC I OR II, POOLS OF DARKNESS. POOL OF RADIANCE, WASTELAND OR ZAK MCKRACKEN, INDIANA JONES ADV., SECRET OF SILVER BLADES, SECRETS OF MONKEY ISLAND. £8.95 each ULTIMA V, or VI., EYE OF THE BEHOLDER II, MONKEY ISKAND

Mail order only. Please allow 28 days for delivery please make cheques payable to CINTRONICS LTD. Free post & packing within the UK, EUROPE add £2 per item. Rest of the world ,add £3 per item.

CINTRONICS LTD. 16 Connaught Street, London W2 2AG

ONLY POOLS AND HORSES

FOOTBALL BOXFORM Written by a former pools expert for Littlewoods. The program has forecast.

over 50% more draws than would be expected by chance. Homes, Aways and Draws shown in order of merit, and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Australian pools program included in the price.

SUPER PLANNER By the same author. Full details given of over 400 ENTRIES covering upto 57 selections.

Includes SINGLE & MULTIPLE entries of Lit plans, V-Plans, Express, Mail & Mirror plans, full perms etc. All are fully checked in seconds by your computer.

RACING BOXFORM Speedily produces an order of merit for each race. Designed for flexibility allowing users to amend the program if they wish. Price still includes the highly acclaimed HANDICAP WINNER - more than 1,000 winners every year over 25% of them at 5/1 or better.

PRICES (TAPE OR DISK) £19.95 for one; £29.95 any two: £39.95 all three.

FOOTBALL TOOL KIT Football Boxform, super planner and a planner type program covering Littlewoods block perms£34.95

RACING TOOL KIT Racing Boxform plus 5 further programs which enable you to keep your own record , produce and amend form and time ratings, work out any bet £34.95

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO BOXOFT, Z05 BOXOFT, 65 ALLANS MEADOW, NESTON, SOUTH WIRRAL L64 9SQ



TEL: 051 -336 - 2668



C64 TAPE LOADING PROBLEMS?

Have you ever purchased a game only to find it won't load! The most common reason for loading difficulties is caused by the tape head being out of alignment.

The AZIMUTH TAPE HEAD ALIGNMENT KIT, enables you to re-align your tape head simply and quickly. No technical skills are required. Step by step picture guide. Test and re-alignment may be carried out in minutes!

The kit contains: AZIMUTH TAPE ALIGNMENT CASSETTE SPECIAL AZIMUTH SCREWDRIVER PLUS FULL INSTRUCTIONS. Price: £9.99 inc. Postage & packing and VAT

All orders sent by return. Cheque/Visa/Access



TRADE -IN -POST, Victoria Road, Shifnal, Shropshire, TF11 8AF Tel/Fax: (0952) 462135



SPARES & REPAIRS

906114	€9.30	C64, C+4, C16	£30 inc	
6510	£11.95	1541 DD	£40 inc	
6526	£12.50	C128	£45 inc	
6581	€15.95	Amiga A500	POA	
6581 6569	£21.50	Standard costs shown # 3 month warranty # 1 week turnaround		
8580	£14.95			
8501	£11.95	Dept Z2	Va.	
C64 Power unit	£24.00	14 Ridgeway Rd	3	

£24.00

25.99

Salisbury

Wiltshire SP1 3BU

Tel: (0722) 335061

All prices include VAT and P & P Send an SAE for full price list

C64 Cassette unit

C64c Dust cover

OASIS 4 COMPUTER SERVICES

)MMODORE SUPP

Commodore 64 power pack£28.99	Wafas 64K)
64 Parallel convertor£19.99	Mini Office 2
801/803 ribbon x 2£9.99	C128 instruc
Mini office 2 cassette£17.99	C64 Mouse
64 Instruction manual£9.99	C16/+4 gam
64 Slimline case£9.99	Printer + Inte
Vic-20 modulator£14.99	64 Disk Driv
C64/128 Commodore sound	Action Repla
Expander module and sound Studio-	C64 REPAIR
Mid compatible Disk or Cass£9.99	including pa
C2N/C3N datacorder	Send machin
64 Reset cartridge£9.99	deceriation

ction manual £19.99 £14.99 s designer £1.40.00 erface. ay Cartridge. £34.99

R-ONLY £24.95

rts/labour/insurance etc. ine only and fault

To order send cheque/PO to:

Omnidate Supplies, 23 Curzon Street, Derby, DE1 2ES Tel: 0332 291219 Open Mon - Sat 10-5:30



COMMODORE

Software Hire Club Send S.A.E for details to, C.STATHAM 3, Briarbank Ave Nottingham NG3 6JU

Tel: 0602 581635 We condemn software piracy.

Going down to the beach is one of PHIL 'DON'T KICK SAND IN MY FACE' KING'S favourite pastimes. Sitting around in the sun all day, scoffing tons of ice cream is his idea of heaven, though he did get a bit miffed when Greenpeace tried to push him back into the sea. Maybe a spot of beach volleyball will get him into shape...

t you want to impress those beautiful beach babes, there's only one way. First, squeeze into a pair of trunks two sizes too small (and shove a pair of thick socks down there while you're at it!). Then get a good tan (if you can't get to a sunbed, try rubbing yourself with brown boot polish).

can smash it. Now that's what I call teamwork.

Finally, you can show off your perfect physique playing beach volleyball.

It's basically the same as normal indoor volleyball, but with only two players a side. Over The Net's extensive options enable you to play one or two players against the computer. In oneplayer mode, your team-mate is controlled by the computer - you can

play against another human-and-computer team. The number of sets can be altered, along with whether points can or can't be won on your opponents' serve.



Down on the beach and not a knotted hankle in sight! Mr Yellow Trunks hits a powerful smash over the net. Can you dig it?

On the volley

The game is a bit like playing tennis without a racket (can you keep it quiet, please!). Using your hands and arms, you have to get the ball 'over the net' to hopefully land in your opponents' court. To make things easier, your team can hit the ball three times before knocking it over, though neither team member can hit it twice in succession. What usually happens is one bloke 'digs' (see box) the ball up, the other guy 'volleys' it high in the air, then

the first guy jumps up and smashes it down over the net.

All this isn't as complicated as it seems. There's no fiddly control system here; you just press fire when the ball is near, and the computer chooses the most suitable move. That's just as well, because judging where the ball's going takes a bit of practice - I didn't win a single point in my first few games. Mind you, having Corky as a team-mate didn't help!

Hitting smashes is slightly more complicated. The direction and power of the smash is affected by when you hit the ball, what direction the ball's already travelling, what direction you're moving in, and how long you hold down the fire button! The manual claims hundreds of different hits are thus possible. Similarly, you can even do a smash

asingle match or the Sea Cup, change the number of sets and toggle points won on service change.

Detending against smashes is even trickier - you have to press up and fire The main menu enables you to play



Mr Purple Trunks volleys the ball high in the air where Mr Red Trunks





 After last month's shoot-'em-up flasco, (Catalypse), Over

the Net sees Soundware right back in the ball park. Graphics are last and fluid, collision detection accurate (if a little unlorgiving), and the spanky two-player option will keep you amused for hours!

Difficult at first, once you've got the hang of keeping your eye on the shadow as well as the ball you'll soon be piling up points aplenty. Over the Net leatures a host of oplions, but unfortunately if you have the tape version you can't access them from within the game - you're stuck with your first choice until you switch oil and reload.

Still, Over the Net is a great game that'll have you coming back for ages - at last Phil can wear swimming trunks without his gut hanging round his knees!

to jump up at exactly the right moment. to block the smash, and sometimes the other player will fool you by just tipping a weak shot over your head!

Some of the opposing teams are dead good. You can play any of them in a

Mr Purple Trunks sticks out his arms to dig up the ball. I bet that'll impress the watching girlies. This guy won't get sand kicked in his



front of you.

better third team.

Volley: Putting your arms up and opening your hands to hit the ball upwards with your fingers. Used to knock the ball high so your team-mate can

Spiker Another word for the smash where you jump up by the net and whack the ball down with your hand.



Wall: What you use to deflect your opponent's spike. No, it's not a load of bricks stuck together just you jumping up with your arms in the air!

only dodgy graphic is the loading screen with a bloke holding his arms in the 'dig' position and a caption saying Enjoy with us! Ahem... A good loading tune makes up for this, although in-game sound is limited to sparse hitting FX - oh well, you can always take your radio down to the eeach!

You're sure to spend a good few hours at a time playing this fun spons sim - so don't forget Ine

Smashing fun

As I said, play is frustrating at livel, but you soon get the hang of blacking and doing smashes — and knowing what skills your team-mate's best at. Playing with a friend as a team-mate is even more fun — why don't more sports sims have a 'team-mates' option?

single match, or contest the Sea Cup (not

quite as interesting as the D-cup). In the

latter, three teams play each other in a

mini-league (showing detailed player

statistics) and the top two go onto the

next round (and next beach!) with a

The game looks as good as it plays too. The sun-bronzed players look cool in their coloured trunks, and their moves are smoothly animated too. And I really dig those cute babes looking on! The

The guilty parties

gram: Marco Corazza, Luca Zarri

raphics: Marco Corazza, Andrea Pazelli

6 Music: Paulo Prendonzani, Stefan Roda

DISK DIFFERENCES

The disk version of Over The Net features different backdrops for the four beaches. To avoid a heavy multiload, the tape version omits these and only allows you to access the options screen once.





" ZZAP! 64 No.85 # June 1992

SOCIAL DESIGNATION OF THE PARTY OF THE PARTY



useful cash with which to buy better players (see box),

Before (and after) moving your counter around the board you can change your team formation and swap players around to get defence, midfield and attack ratings to match your opponents'. A useful feature here is the Automatic Team Selection which selects the best players for your formation.

e Cult, £3.99

Who always gets the blame in schoolyard soccer? Who inevitably gets the sack? Yep, PHIL 'BUTTER FINGERS' KING puts on his green jersey and stands between the anorak goalposts.

ult/D&H Games are incredibly prolific: they've shifted more footy managers than Aston Villal And the latest addition to their repertoire is a little cracker.

Soccer Rivals is based on a board-game formal with managers moving their counters around a Monopoly-style board. Three managers get to play, any of them human or computer-controlled.

The three teams all start out in an eight-team Fourth Division. With efficient management, you can be one of two teams promoted at the end of the 14-game season. Landing on lucky squares helps, enabling you to win wodges of

Get results

At the end of the day, the results simply scroll on, but there is an option to view highlights of any match. This is a simple, but amusing, sequence with a stick-man player flicking the ball up, chesting it down, etc, before shooting/heading it towards the unseen net — a 'goal' or 'saved' caption then appears.

If this was all there was to Soccer Rivals it'd just be another mediocre management

Erm, give me two houses on Old Kent Road... Agh, that sports car's run over my little Scottle dog!



CONTRACTOR OF THE PARTY OF THE

 I normally throw up at the mere mention

of footy management, but Soccer Rivals is darn good. I can even say I enjoyed it. There's not too much mucking around with finances and all that palaver, and there's even automatic team selection to save time. As some of the options (transfers etc) only come up when you land on the right square, I didn't have to wait eons for Phil to finish his turn. Overall this is much more playable than the usual tooty management mulch.

game, but the board-game aspect is a lot of fun, especially with three human players. There's loads of realistic features like crowd trouble, injuries, training, various team crises and dilemmas, even players being killed in plane crashes! Your footy fortunes can change overnight.

Presentation is excellent throughout with a clear, attractive board layout and easy-to-use menus. There's a useful save game facility, and even an option to switch control of any of the three

teams (human/computer), mid-game, Invite a couple of footy-mad friends round and you'll all be over the moon.





Celebrity Squares

Landing on Various board squares has the following consequences

Utilities: Allows you to purchase one of three flems — Seats (initial ground capacity of 10,000 can be increased up to 40,000). Security Carrieras (to avoid costly growd violence), of a Coach And Youth Team (allows players to join your squad from the youth team, also helps with training).

Player For Sala: A player is offered for sale to you and the other two managers. His position, skill railing and minimum sale orice are shown. When playing with mends, they'll have to look away so you can enter your sacret bid — no peeling!

Sell A Player Sell as many players as you like (apart from instructions) until you refuse aprofiler.

Injured ones) until you refuse arrofter.

Lucky/Bad Days You could wire or lose inducends at the

Squad Ditemma: Por luck again. You could get a new player, someons sould retire or one of your players could have his skill increased decreased.

Extra Training: Put any at your players throughestra retning to hopefully increase their skill rating. However, without a roach it could also go down

Crisis: Several players are lost, Delinitely one to avoid.

Hit The Target: Gamble on this nifty subgame, Shoot the ball at the upwards accelling rangets. Hit one and you'll win thousands, miss and you'll lose thousands. There's three skill levels with more money at stake on the hardest.



US Gold

G-Loc - Loss Of Conciousness through G-Farce, sorry, FORCE! Is US Gold's conversion of the Sega coin-op a real high-flyer, or will it make you lapse into unconciousness? Chocks away, IAN OSBORNE...

e files through the air with the greatest of ease, that daring young man in his... top secret experimental jet fighter? Strewth, Biggles was never like

this! Looking at the game, it's just as well...
The boffins down at War-U-Like have invented a new toy; a high-powered supadupa combat aircraft that can outly and butblast anything in the air, and make a bigger noise doing it. But no-one's yet sure how it will handle. What's needed is a sucker

— sorry, brave volunteer — to test it out.

The powers-that-be decide to send you on a suicide mission — nice peeps, aren't they?

Your task is to blast your way through 36 missions, creaming a set number of enemy FX85s to advance to the next level.

Now I know what 'G-Loc' stands for: Great Load Of Crap. In the arcade the only thing that really draws the crowds is the R360 cabinet. Take that away and all you're left with is a bog-standard dakka, dakka, whee, boom sort of game. The graphics are very dodgy, the attacking craft are a mess of pixels that only vaguely resemble airplanes.

Also control of the plane is oversensitive, so turn one way or t'other too fast and you lose it. There's little variation in the missions, a slight change in scenery was all I could spot. There's nothing I hate more than a game that becomes repetitive within the lirst five minutes, and this is almost the time il took me to became terminally bored. G-Loc is a big flop

Armed with a limited amount of fire-andforget homing missiles and a machine gun that's about as much use as Robert Maxwell's swimming instructor, you need to blast away for all you're worth to beat the ridiculously short time limit.

Ham rolls

The trouble with G-Lac is the software was originally designed around its arcade hardware. Looping the loop and executing mid-flight victory rolls might be sensational on the coin-op. but without that gyroscopic cabinet thingle the effects are nowhere near as impressive, and the thinness of the gameplay stands out like a Spectrum owner at a computer fair. You can't turn the plane to any degree, you can't chase an enemy
Afterburner-style, and there
aren't even token attempts at flight

simulation - you can't even crash the damned thing, however hard you tryl All that remains is a painfully sparse blaster involving very little skill.

Don't get the impression that it's easy though. Coin-op cabinets don't come cheap, especially snazzy ones like G-Loc — to keep you putting the pennies in and cover the arcade-awner's costs, time limits were hellishly short. Ales, US Gold have retained this imitating quirk, and you've only three credits to play with (I tried putting a 50p piece into my Commodore when I ran out, but it got jammed between the keys). Also, by the time the first wave of baddles hit the screen, your time's half overtil

No thrills, no frills

Game presentation is appalling with purintre screens and no end-of-level massages. When the required number of anamies are friewn away, you're plunged enamies are follown away; you're plunged straight into the next level with no celabration or respite. The sound is prefly cruddy (Bosp hedsep — Buom Kihm — Boom), and the praphics — I think (It is the screenshors speak for thomselves). Fresumably the programmers out down on frills in project to plant half line a single load though from know why they bodiers. — no-one will everyor bast Level flor anyway? —GLocine coin-op only we was hecause of its last exclude graphics and comedicationing gyasseauc cabinet. Simples of these stements, the gramopacy's

e Yer Lunch

G-Loc in the arcades broke new ground in flashy game cabinets. The 'pilot' sits inside a spherical unit which can retaile through 360 degraes. allowing the player to roll and loop as if he were really inside the alterait! Of course such technology doesn't come cheap, so to make sure you apend all your dost in it game time was kept hideously short.





shallowness is all too apparent Samey levels, awkward controls and some of the most non-interactive flying ever seen on the C64 make G-Loca game to

avoid.



ANDLL. HZZENNO

There isn't any! Probably single load

Blocky aircraft, leatureles confusing FX 35%

Bulls Soon

Like R2D2 reciting peare

IOOKABILITY Okay for a while, but its

IIAPI DA No.83 . June 1992

Turrican is such a hero, he defeated Morgul (a nasty three-headed demon) in the first game and now faces even greater odds. Is he brave, is he suicidal, or is he just plain stupid? MARK 'THAT GUY'S A NUTTER' CASWELL finds out.

I' Turry's back and this time there'll be trouble, 'coz he's what's known in the trade as a fruit-and-nut-case (he needs a check-up from the neck up). Give him a gun and he'll shoot anything that moves. And this, the second journey into the world of evil bad guys, sees our hero lugging an unleasibly large weapon around five worlds. And bloody heavy it is too.

• The official ZZAP! Best Game of 1991 already out on budget? Hold on a sec ... Ouch! Just pinching myself to check I'm not dreaming! For those new to the C64, let me tell you that this is the most technically stunning game ever to grace the machine. I mean, I thought the original Turrican was great, but the sequel just blows it away. Turry has to be the bestarmed hero of all time and when he picks up a few power-ups you'd think he was invincible. But then you probably haven't met the big baddies yet. And when I say big, I mean BIG! Some of these fellas are several screens high, yet they zip around at lightning speed! Ace programmer Manfred Trenz certainly puts some of his peers to shame. Turrican il is possibly the greatest technical achievement ever on any computer. It's not just pretty to look at though, it's also incredibly playable. There's pretty much every type of gameplay imaginable, packed into five huge worlds (comprising 12 levels), and accompanied by an epic thumping soundtrack. What are you waiting for? Get down to the shops now for the bargain of the century!



 A little way into level #1 and our tin-helmed hero is already hard at it — duck, shoot, jump... cobblers!

He's not from around here

Y'see, on a planet called Landorin, the merciless minions of 'The Machine' are threatening to massacre the human population. And as Amie S is on his hols at the mo. Turne in is the man to help. The scientists who designed Turry's remarkable suit have made a few alterations. The main improvement is a more powerful laser gun. Appearing when fire is held clown, this long beam weapon can be swung in a 360 degree arc.

The gyroscope is still in place, but now Turncan is also able to roll around and go into psycho mode at the same time. As with the original *Turncan*, our hero must leap and bound around the maze-like landscapes, shooting anything that even twitches. And you can bet your Granny's false teeth there are plenty of unity mothers ready to stamp big T's hero licence. Thankfully the floating grey pods which occasionally appear contain handy weapon power-ups and extra lives.

There are also diamonds strewn around the landscape: collecting 100 earns Turny a continue play. Once Turnican has tought his way past two end-of level guardians, he

Turry takes out a huge snake, Mary Whitehouse has a stroke, but everyone else isn't quick enough!



moves onto the next section. Most levels are land-based, but there's one brilliant part where Turry leaps into a spaceship and zips

along. Denans style.
Turncan 2: The Final
Fight received 96%
and a Gold Medal
accolade when first
reviewed in Issue 70. I
don't think it deserves
quite that high a mark
now, but it's a dam
good shoot em-up.

The graphics are stunning, with small but fast-moving sprites zipping all around the shop. It's almost a shame to shoot some of the beautifully drawn and shaded creatures... almost, It's a choice between you and them, either they die or Turry explodes in a spectacular tashion. The game is hugu, a veritable cartographer's dream-come true in fact. Five worlds split into several sections is certainly enough to keep you burning the midnight oil. If you missed Turry 2 the first time round, tour pounds is a small price to

pany for one of last year's best games.



ZZAP! 64 No.85 June 1992

AMAZING ARRAY OF A PRACTICAL USER PRACTICAL USER FRIENDLY FUNCTIONS' ZZAP! * TOTAL BACKUP * TAPE & DISK TURBO

FOWER TOOLKIT

A powerful BASIC-Toolkii (Additional helpful commands) that considerably simplifies prog-ramming and debugging. The toolkit commands can be used in your programs.

Using POWER CARTRIDGE you can load up to

6 times laster from disk... These disk commands are used in your own program only.

Using POWER CARTRIDGE you can work many times faster, with your data recorder. These tape commands are used in your wn programs only

A powerful machine language monitor that is-readily available and leaves all of your Commo dore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O.

OVER 100,000 SOLD

TRIED AND TESTED

PRINTERTOO

The POWER CARTRIDGE contains a very effec-tive Printer-interface, that self detects if a printer is connected to the Serial Bus or User-Pon. It will print all Commodore characters on Epson

Il will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up plassibilities. It can atoduce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc.) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc.) The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey.

our graphics are converted into shades of grey The PSET functions allow you to decide on

42 page manual "dammed good handbook"

CC1 Jan 90

POWER RESET

On the back of the POWER CARTRIDGE there is a Reset Button, Pressing this button makes a SPECIAL MENU appear on the screen CONTINUE — Allows you to return to your

Program

Return to BASIC

RESET TOTAL BACKUP DISK

...it's dynamite!

Not for pokes or infinite lives
- Saves the contents of the
memory onto a Disk. The
program can be reloaded later
with BLOAD followed by
CONTINUE

RESETALL

RESET of any program, not for pokes of

TOTAL BACKUP TAPE HARDCOPY

As BACKUP DISK butto TAPE

At any moment, prints out a An any croment, prines our a Handcopy of the screen. Using CONTINUE afterwards you can return to the program Tables you plot the Machine Inneualte Monitor.

MONITOR

WONDER HOW YOU EVER MANAGED WITHOUT IT

Bitcon Devices Ltd

Bitcon Devices Ltd. 88 BEWICK ROAD GATESHEAD TYNE AND WEAR NE8 1RS ENGLAND.

TEL: 091 490 1975 and 091 490 1919
FAX: 091 490 1918
To order: Access/Visa welcome - Cheques or P/O
payable to BDL.
UK orders add £1.20 post/pack total - £18.50
Incl. V.A.T.

FOR YOUR COMMODORE

Europe orders add £2.50. Overseas add £3.50 TRADE AND EXPORT ENQUIRIES WELCOME



TC/COU JAN 90

COMMODORE C64 REPAIRS Just £29.00 inc



Commodore registered.

* Over 10 years experience with commodore computers

20 qualified technician enineers at your disposal.

We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.

Some computers can be repaired within 24 hours

Prices include full service check, overhaul and soak-test

All repairs covered by a 90 day warranty.



- How to take advantage of this exceptional offer: Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (if possible, please include a daytime and evening telephone number and fault description).
- * If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post. (WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair).

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ

ZZ

(0582) 491949 - (4 lines)

Commodore 64 Power Supplies....£24.99 Commodore 64 Compatible Data Recorders ..£29.99 Commodore Tape Head Alignment Kit£9.99 Commodore 64 Light guns and games£24.99 Commodore 64 Handbooks.....£6.99 Commodore R.F. leads.....£3.99 Prices include VAT, postage and packing

All orders sent by return: Cheque/Visa/Access

Trade-in-Post, Victoria Road, Shifnal, Shropshire TF11 8AF Tel/Fax (0952) 462135



IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

The Advertising Standards Authority ensures advertisements meet with the strict code of Advertising Practice.

So if you question an advertiser they have to answer to us.

To find out more about the ASA. please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.



This space is donated in the interests of high standards in advertisements.

• First
Star/Software
Susiness,
£ 1 2.99
tasseffe,
£ 1 4.99 disk
IAN OSBORNE is the

IAN OSBORNE is the master of time — the way he sprints for the door at 5.30pm has to be seen to be believed! Makes him a dead ringer for Millenium Warriors, methinks...

rince Kronos, first-born son of the Great Galactic Emperor Iridon I, has come of age. According to ancient Iridani law he must undergo a test of courage and skill, overcoming earth

warriors in five different aeons.

These comprise three beat 'em-up levels and two blasters, each played on a single static screen. The beat 'em ups are very two-dimensional, allowing only simple left-right movement. To get past your enemy you must crouch, jump or climb depending on which time zone you're in. The shoot-em-up duels take place in the air, allowing tull-screen movement with wraparound.

Each pugillst has three statistics, displayed via a bar system. ENERGY

No heavy shagpiles here, these carpets are lighter than air. Knock that other geezer off with your fireballs. decreases each time you throw a blow, HEALTH is your 'life' rating, and WEAPON is a measure of how much purishment your trusty tool has taken. If your energy or health bar reaches zero it's game over, but a knackered weapon soon reappears—you just have to take hall a dozen blows while retrieving iff Power-ups replenish energy and health. The icons change from level to level, but the effect remains the same.

Samey skirmishes

Millenium Warriors is brilliantly presented. The animation is full of great touches, for example, a victorious knight removes his holmet and bows to his stricken foe, and the pirate takes a swig from his hip flask. Unfortunately the graphics are the most varied thing in the game — each beat 'em-up level plays almost exactly the same as the one before. The two shoot 'em-up levels are also imitatingly similar.

Alas, this isn't the only fault — for from it. The controls are very difficult



He's big, he's bad and he said he'd be back. From Conan The Barbarian to a Terminator with a heart of gold, he's a deadly foe. And the big man of the silver screen now stars in a C64 game.... Hang on, it's not that Arnie at all, it's another big-muscled psychotic killing machine. MARK 'NO PROBLEMO'

caswell says 'hasta la vista baby' to the marauding enemy troops.

y, my. What an original plotline. I'm sure this one was around when Moses parted the red sea (sarcastic, moi?). A lone mercenary thinks he's tough enough to take on a bunch of macho gun-toting enemy soldiers (who are probably so 'ard they eat shredded wheat box and all, for brekky).

Yer archetypal mad dictator is threatening the world, so our rock- ard, square-jawed hero is dropped into the danger zone by chopper the fell on his head, so he should be okay! He's initially armed with an Armalite AR 15 rifle; this is the least powerful of the

 My first reaction to Arnie was 'yeah, yeah. Been there, seen this, done that' but, after just one go, my opinion changed (a little!). Okay, so it's not the most original concept for a game but addictive it certainly is. Graphically the game compares well with many full-price releases; clear, easily identifiable sprites move realistically against a detailed background, while the scrolling is both swift and smooth. I hope Zeppelin don't run into any kind of copyright problems with the title, though. I guess they figured calling their game Arnie was the next best thing to having a blockbusting movie title. Anyway, the game's a riot! Taking out one of the choppers before it gets a chance to launch any missiles is stupendously satisfying. and the difficulty level is set exactly right. My only gripe is that it could have been bigger. A LOT bigger. Oh, sure, It'll take long enough to complete, but another couple of levels not difficult to program once the initial stage has been coded - would have pushed it into another league entirely. Arnie chance of a sequel, guys?

ZZAP! 64 No.85 June 1992



to master, especially on Level 5 where exaggerated momentum makes the sprites virtually uncontrollable. Even when you've got the hang of it there's precious little skill involved — you just stand toe to toe and hit each other! Also, the extra energy and health power-ups appear with alarming regularity,

Oo ar, Jim me lad, it's cut-andthrust duelling onboard the pirate ship.





making fights riciculously long. As soon as you've battered your opponent into near-submission, a power-up appears (which the computer-controlled player appears to

E COLLYB

 On lirst loading Millenium Warriors, I was strongly reminded of the old Palace classic Barbarian. Graphically the game is top-notch, the character sprites are large and nicely detailed while movement is fluid and looks very believable. Game content is very close to my heart: bash your opponent's brains out in the shortest possible time. The pain in the proverbial ass that hampers an otherwise good idea is 'Mr Gameplay' I've played Millenium Warriors umpleen times and have yet to beat the Captain Caveman lookalike when controlled by the computer. However, in two-player mode the game really comes into its own; you can beat yer mates up and still take 'em for a pint afterwards!

anticipate) and you're back to square one!

Like most below-par beat-emups, Millenium Warriors is better in two-player mode, but this isn't enough to save it. Shallow, samey gameplay ruins what should've been a really rad





weapons available but it still causes loadsa damage

I swear I will not kill anyone

The welcoming committee is already at the landing site, the only problem is they greet you with a half of lead rather than a red carpet. But don't just stand there looking brave, press the trigger of yer gun and spray some slugs around. The enemy attack from all sides, so tollow the arrows around the scrolling 3-D play area to find your final target (the dictator's HQ).

Many of the soldiers are dressed in brown unitorms (very quickly turned red by you), but some wear a fetching little pink number. Blow these guys away to reveal (pink undies? — Man Ed) more powerful weaponry, including

an M-60 machine gun, an RPG rocket \ and a wicked flamethrower. Ammo for these mega-weapons is limited, though, and once it's been exhausted the Armaite reappears.

Come with me if you want to live

All these weapons come in handy as you yomp through the mad dictator's base, because along with troops come various other hazards. These include homing-missile-finng choppers, low-flying aircraft, armoured vehicles and fast-firing sentry guns.

One of the best things about this game is the fact that there's only one level; no annoying multiload. But don't start mouning that one level isn't a lot, 'coz it's huge (madam). There's plenty of enemy ordnance between you and the

between you and the end-of-game congratulation screen

The graphics are another plus point, they're small but by gawd are they detailed. Amle and the enemy troops are all wonderfully animated, and the death sequences for both are hilarious. Amile turns into a pile of bones, while the enemy perform their own version of the dying ity' dance.

(made famous by a certain Saturday morning kids show).

Even though the title is slightly misleading for Arnold S fans, at a budget price Arnie is a must buy.







ZZAP! 64 No.85 June 1992



O The Sales Curve, £11.99 cusselle, £15.99 disk

Personally, we at ZZAP!
prefer a nice quiet game
of dominoes, but we do
confess to having played
a few of these strip
poker games on the 64
before. MARK 'HUBBA
HUBBA' CASWELL denies
ever playing one in his
life (that's my story and
I'm sticking to it —
Corky), but he
volunteered for this job
quickly enough...

h yes, this is your chance to undress five of the horniest women on the face of this planet (and Maria Whittaker). Cover Girl Poker (or should that be poke her?) is the latest in a long line of attempted trouser-arousers to appear on the C64.

Blimey! It took Corky all day to get this far and then he fainted in front of the C64! What a wimp out or what fans?



After you've chosen your mother tongue (from a list of four), you can pick (and slobber over) the six models. There's gorgeous Ginny, amazing Amanda, terrific Trine, marvellous Maria, stunning Sophia and juicy Jane (how fruity! — Ed). Each selection is accompanied by a blurry black-and-white digitised photograph, a great turn on (I don't think).

Gerremoff!

So choose an opponent and prepare to play five-card poker; the incentive to win is a sequence of (very blurry) digitised photos of your chosen model in various states of undress. But to get to that birthday-suit piccy that ends the game, you have to become a card shark.

The game is played to normal poker rules: five cards are dealt and each player bets loadsa cash. The worst hand contains only a High Card, slightly better is a Pair (phwoar!), two Pairs, a Full House (Bob's?), a flush, a run, four-of-a-kind etc. But you should really go for the ultimate: a Royal Flush.

As the foxy model's cash drops to zero, so does a layer of clothing. This continues until the final greenback is lost and she's in the buff (huff, huff, hyuck, hyuck, etc).

Is she worth it?

I've played a lot of these poker games in my time as a computer owner, and none of them

have been any cop especially bad was Maria Whittaker's Christmas Box). Let's face it kids, you ain't likely to get very excited by a badly digitised, flickery screenshot. Even if your parents did see Maria Whittaker in the buff, they wouldn't be able to recognise the blobby mess as human, let alone a nude womani

The poker game is fairly challenging, but even an amateur player like myself managed to defrock all the models in a single two-and-a-half-hour sitting. And it wasn't worth it in the end, I was well miffed. Personally I'd rather buy a pack of cards and play the game for real, or buy one of those magazines you find on the top shelf of the newsagents.

My advice is keep your cash (and hands) in your

COLLY

Ever wondered why 98% of Commodore

gamers are male? A good, hard look at your software collection could well provide the answer - game after game casts men in the active, go-get-'em role and reduces women to a passive, decorative function. Look at the presentation screens in games like Continental Circus, Ivan Iron Man' Stewart and Smash TV. Look at the plot for Double Dragon, where the big, butch males are sent to rescue the helpless female who does nothing but scream - is it really any wonder that home computing has become an all-male preserve?

Never is this more evident than In Cover Girl Poker. Sexist concept, lousy gameplay and some of the worst digitisation I've ever seen make this puerile excuse for a game every bit as bad as that offensive little rag The Daily Sport. It some sexually frustrated dicknead wants to waste twelve quid on this tripe that's his problem, but I'm sure ZZAP! readers will have more sense.

Digitised close-ups of models' laces, near title screen ZOZA

Badly digitised photos that you have to aquint at

Decent title and in-time to have a dance ZSZA

Okay for a quicky game of cards but that's all

About as brief as all the models' clothing ZSZA

A vertically scrolling shoot-'em-up, Black Hornet would appear

to have been developed on the Shoot-'Em-Up Construction Kit and tweaked for commercial release. Sadly, if is was produced using the SEUCK utility it wasn't tweaked enough - there's no excuse for baddies that use such boring attack patterns. The graphics are awful (especially the stomach-churning backgrounds), and worst of all the game suffers from the disappearing bullet

syndrome', the ever-present landmine that's sunk many a promising shoot'em-up.

doesn't auto-restart once later levels are reached (HURRAH!), but

when each level is exactly the same

as the one before it, except with a

different background, it hardly

On the plus side, the multiload is well thought out and the game



MARK 'OOPS SORRY!' **CASWELL** isn't very stealthy at the best of times: stand him within ten feet of a fragile object and he'll break it just by looking at it. But sit him in the cockpit of a Stealth Fighter airplane and he'll whup anyone's ass (it's the rest of the office's fault for telling him he looks like Tom Cruise). The Black Hornet awaits...

he product of umpteen years research has just been revealed: The Black Homet. An advanced Stealth Fighter that's so fast, and deadly, it can be in and out of enemy airspace so fast they barely hear the sonic boom before they're up to their necks in explosive ordnance.

And so it's no surprise that at this point there's a plot twist to introduce the villains of the hour. They've apparently done some very nasty things, so the free world has decided to send Black Hornet in to kick some enemy backside. As a brave pilot who doesn't flinch in the face of adversity (ie three episodes of Coronation Street on

the trot), you're on your way to meet the enemy troops.

The game is a vertically scrolling shoot-'em-up where your aircraft zooms up the screen to greet the enemy troops zooming

down to kill you your disposal is a permanent machine payloads. These are fitted with missiles, missiles and ordinary

Points are scored for and ground-based or stationary). When an airstrip is spotted land on it (whether it's a

and you enter the option screen. Here you get the choice to shell-out on weapons, repair damage, refuel or buy speed-ups

Bombs away

(surprise, surprise). At gun, and four optional smart bombs, homing 'thickie' bombs.

destroying both airborne objects (whether mobile friendly or enemy base),

(handy to dodge enemy bullets).



dose of fly spray!

Dakka, dakka, boom

There are four samey levels to battle through, and as soon as you've waded your way through the current one you're whipped away to the next.

I'm a great fan of blasting games but Black Hornet isn't very good (and that's putting it mildly). The sprites are small and terribly blobby with poor colouring, virtually no animation. Even with the speed-ups, the Black Hornet moves as

sluggishly as a man in a pair of jellyfilled fishing waders. And there are no collectable power-ups to help you in the battle to shoot first and ask questions of the flaming wreckage later.

I'm sorry, Hi-Tec, but Black Hornet's a good example of how NOT to produce a shoot-



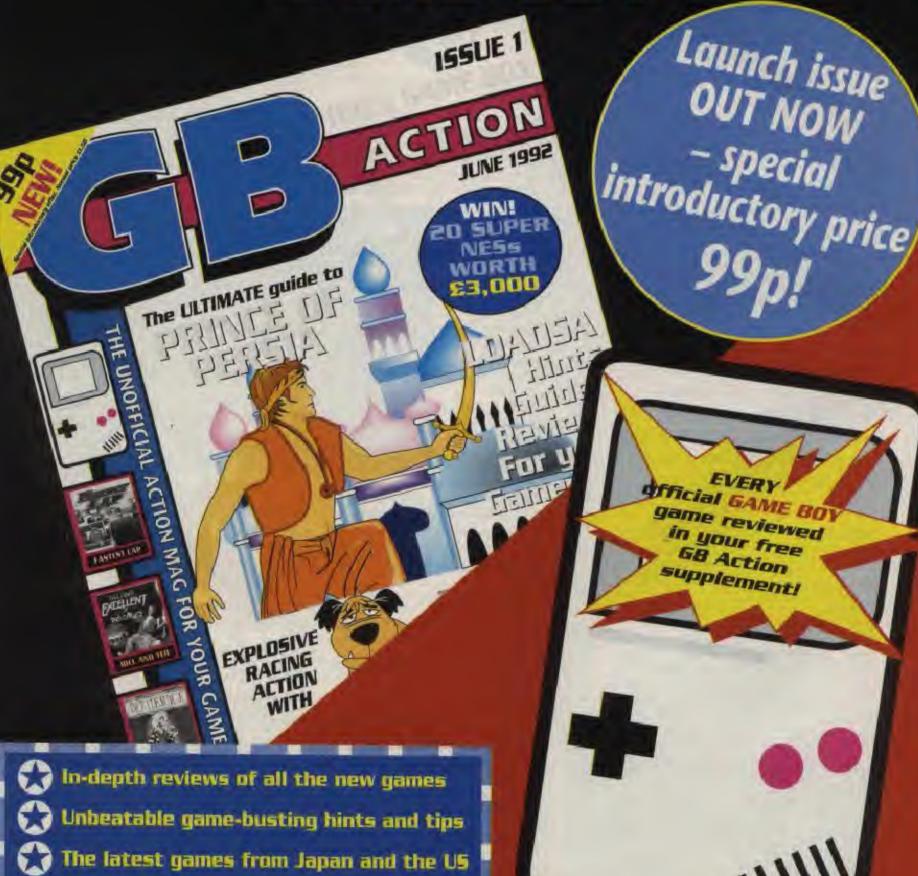
65% GRAPHICS straining 48% SOUND **56%**

it's Black Homet! It's been hit by a

ZZAP! 64 No.85 # June 1992

1% GAME BOY • 100% GAME BOY • 100% GAME BOY

The essential magazine for your GAME BOY



GAME BOY • 100% GAME BOY • 100% GAME BOY •

What a complete and utter basket-case James 'shaken and stirred' Bond is. Still, he gets to shoot loadsa bad guys and snogs all the girlies, so he must be doing something right. With Walther PPK in shoulder holster and a lifetime enrolment in the Roger Moore school of eyebrow wiggling, MARK 'Q' CASWELL investigates.



• Neat back-drops on this stage but you'll have no time to enjoy them; duck, shoot, duck, it'll quack you up!

he life of a secret agent is full of excitement, with high-speed car chases and death-defying falls from airplanes top of the agenda. But the secret

agent is only as good as his or her arch rival and the evil organisation in this game is a doozy. The Council For World Domination (hereafter referred to as CWD to save my poor fingers) are threatening to defonate an atomic bomb.

So, into the fray leaps Sly Spy, the western world's last hope when it cornes to terrorist bashing. The

game opens with Siy (ie the player),

jumping from a plane and obeying the laws of gravity (ie plummeting toward the ground at warp speed).

Pay attention, 007

Our valiant hero is, of course, wearing a parachute (I hope that ain't a rucksack on your back), and carrying his trusty pistol. As the ground rises up to tap Sly gently on the bonce, CWD henchmen drop in for a quick cuppa... well they actually want to blow his brains out but I was being polite. He starts out with a full clip of ammo, but watch out (Beadle's about), it's limited — make sure you hit 'im first time. Once the airborne adversaries are playing their little golden harps. Sly lands in Washington and enters a short horizontally scrolling blasting bit.

Level Two shoves Sly onto a motorbike. he's chasing after one of the CWD bosses travelling in a black Cadillac. Again the limited-ammo rule applies but extra ammunition, along with more powerful weapons, is available, included is the

devastating Golden Gun, the pieces of which (five in all) are scattered around. Later levels take our hero to the harbour, and even Jacques Cousteaustyle to an underwater base. The safety of the free world is in your hands Sly, don't let it end with a band (though that's what I'll be doing it there's a nuclear holocaust!)

Shaken not stirred

I've no idea why Ocean didn't release the C64 version of Sly Spy as a full-price game. Okay, the first few levels are easy to complete, but later on our lad really does have to hang onto his life with both hands. The angst created by the rapidly decreasing ammo level is great, as is the

 Abe 'The Babe' Lincoln looks down disapprovingly as our hero blows the crap out of anyone who moves.



fun derived from blasting seven shades of brown out of the minions.

On the graphics front, the game is a birrova mixed bag, the excellent ingame presentation screens sometimes clash with the occasional blocky sprite. In all, Sly Spy is just about worth the four brass been tokens asked for by your friendly

computer shop owner.
'Nut! said.

COLLY



Oh wae is me.

another potentially terrific game scuppered by an irritaling multiload! Don't get me wrong, multiloads aren't always a bad thing. If you want a great game with loads of depth and spooky animation, you'll never get it all into 64K of memory. I don't like it when presentation screens are multiloaded before each level though — that's just a waste of time, and there's certainly no excuse for it in a game like Sly Spy.

Multiload moans aside, Sly Spy isn't a bad game. Fast-paced, exciting, and easy enough to get into even if you're not Mr Shoot-'Em-Up 1992, this is one of those games you have to keep playing to get that little bil further.

On the negative side, the graphics are a little simplistic and the animation is sparse (so why the multiload?), but that doesn't prevent Sly Spy from being a very good game.



The Hit Squad, £3.99

With all the intelligence of a mouldy pea, IAN OSBORNE stretches his grey matter just trying to remember his name. What a perplexing puzzler like Puzznic'll do to his brain, then, is a mystery. It may well explode — fingers crossed!



he Hit Squad are back, and back with a vengeance with this great conversion of Taito's cracking coin-opl Puzznic is destined to become an all-time classic in the Tetris Klas mould, and no serious puzzle-player should be without it.

As with most puzzlies, your task is stupifyingly simple. Push the pictured tiles around the playing area, matching like with like and making them disappear — when two similar designs are placed adjacent to each other, they're destroyed. Smash 'em all and it's on to the next level. Tiles can be pushed right or left, but not up or down —

Like a constipated mathematician, you may need a pencil to work this one out! (© Old Jokes dept. 1934)

Puzzle games usually

tee me right off. Exactly 3.7 nanoseconds after play commences, I'm usually hurling abuse at the game, the C64, my fellow ZZAP! reviewers and anything that moves within a tenyard radius. But I remember Puzznic very fondly as a game that I could actually get my head around (It's very flexible you know); even a thicko like me can

understand the concept of joining corresponding icons together.

This is all fine and jim dandy when you have just two blocks to fit together: the fun starts when three, four and even five have to be whammed together simultaneously. Yes folks, if you want to reserve your place in the local tunny larm (bibble, bibble, polka-dot flamingo), go out and purchase a copy of Puzznic today. Help, Captain Night Nurse! Mind out for that halibut, the allens are peeling my duvet!

should they be pushed into mid air, gravity takes affect and they fall.

Easy, eh? Don't you believe it! On the early levels the tiles are offered in obvious pairs making them easy to vanquish, but as you progress tiles are offered in odd numbers, forcing you to bring three together simultaneously. Later still, immobile blocks intrude on your playing area, and moving bricks can (must?) be used as lifts. Worst of all, some tiles are inaccessible without forming a bridge with others — think on your loes and pair them off in the right order, or it's back to the beginning.

Carry on playing

In the lastability stakes, Puzznic is, erm, lastable — with 144 screens covering 36 stages you won't be completing it in a hurry! To confuse things further, those 36 stages are laid out into seven levels, each offering a choice of two to move on to once completed.

Confused? Look at the screenshot, twit!

(Looks like the FA Cup schedules to me, but what would I know, I'm a Villa fan — we're always out after the first round!)

The presentation and graphics are superb, interesting to look at yet still preserving the minimalistic simplicity of the coin—op, No eye-

burning colour schemes and irritating backgrounds here!



e Right, that's two of the little beggars dealt with. Now should I go for the yellow diamond, or...

Pozznic is an absolutely splenditernua game! More addictive than uses char lines to a sac, lonely nativit, larger than sale sad case a phone bills, and more playable than a Dead Kannedys album, this is one game no self-respecting bletrasher should be without. Buy it and it'll ruin your lite — the dog will crap on your carpet 'cos you lorget to take it walkies, you'll lose three stone in weight 'cos you can't stop playing long enough to eat (lose it in — Fatty Phil), and your next electricity bill will be bigger than Gazza's pay packet.

than Gazza's pay packet. Suicide will inevitably follow, but think of all the fun you will have getting there!



Contact Points

Worcestershire WR9 7OW

Binary Zone PD 34 Portland Road.

Kingsway Computer

Silver Wing Softwa

72 Glencoe Road

71 New Road,

Rubery Birmingham B45 9JT

Sheffield S2 2SR



There's more to demos than meets the covertape... IAN OSBORNE investigates the latest Public Domain material, and ends up with dots before his eyes. (Oh, those dots are his eyes!)

ver wondered where computer programmers come from? No, I don't want a lecture on the birds and the bees, I was just wondering where software companies find them, and how they learn their art in the first place? Perhaps demos are the key.

Demos are an excellent way for amateur programmers to hone their skills as they can set themselves any task they wish to perfect, be it exciting text scrollies, explosive FX, multiple sprite animation (mention sprite masking and you're a dead man! — Ed), rotation, scaling or just about any other facet that makes Commodore games so wild 'n' wonderful.

Having created their masterpiece, they're hardly going to just sit on it (and spin) — putting it into the Public Domain is a very cost-effective method of bringing their work to the attention of leading software development houses (Ashley Routledge and David Saunders of Poseidon and St Dragon tame started out this way). Who knows, maybe their works of art might

inspire commercial programmers to new heights of creativity...

Unlike the demos you get on ZZAPI 64 covertapes, PD demos tend to Illustrate what the programmer or the host machine can do rather than try to sell you a game. There are exceptions of course — the sample game produced using Domark's 3D



6 Okay, on a static screen like this it looks like an airborne elephent bogey — but that green smudge is, in fact, a enazzily enimated dragoni

Construction Kit was put into the Public Domain as we'll as being packaged with the utility.

Presumably Domark wanted

to show off the abilities of their creation in the same way that demo programmers wish to make a name for themselves in the programming world. But, as any PD librarian will tell you, these are the exceptions to the rule. Only a few demos have a specific product in mind — most are just like these...

Dutch Breeze — BML Premetions

The BML logo appears in a blaze of fire, introducing the credit sequence. This is followed by a horizontally scrolling scene featuring a dragon flying over a rocky landscape (it would look a bit silly if it were cycling over it). Animation is fair, but the scene where the dragon flies into a storm cloud and is electrocuted is positively brain-bending!

Duick Breeze 2 — BML Premetiens

This features a range of static screens set to a pleasing little ditty. Atmosphere's the order of the day, each picture having a flavour of its own (my

favourate being tomato and pineapple, yum!). Also worth a mention is the impressive update effect — instead of just disappearing, pressing the space bar

Oh balls! We've looked and looked at this still from the StarBalls demo and STILL can't think of anything to say about it. Balt!



replacement lapping onto the screen like waves on a beach. I could've done without the naughty words in the scrolly, but this is a minor niggle (prude) — Ed) — Dutch Breeze 1 & 2 are mighty line demos.

C64 Starballs

Now here's a strange one! C64 Starballs features some great animation, but it's damned difficult to explain exactly what's going on. Oh well, here goes...

A series of dots sit in the middle of the screen, set out to give the impression that they're painted onto an invisible ball — the dots 'nearest' to you are thus larger than the ones on the back of the 'sphere'. This is then rotated and scaled, making the 'ball' appear to bounce in and out of the screen (Sounds like you've been at the loony juice again to me — Ed). Confused? You will be

when the background is drawn, and several of these creations appear at once!

No amount of walfle or screenshots could do this demo justice — it really does have to be seen to be believed. A superb technical achievement, I'm sure its' programming team will go far (if they haven't already!).



So there you have it — we'll be back next month with some terrific PD games. In the meantime, if you've any material you think we should look at send it in. If it's any good we'll nick it and make a fortune, and if it ain't... we'll call you. Okay?

ZZAPI 64 No.85 June 1992



WIN AN AMAZING HOLIDAY TO DISNEYLAND PLUS £300 SPENDING MONEY.



0891 767 429

WIN £1500 CASH 0891 767 430

FANCY A SEGA MEGADRIVE PACK? ITS GREAT **FUN TO USE!!**



0891 767 431



HOW WOULD YOU REACT WITH A NINTENDO NES **ACTION SET** COMPLETE WITH LIGHT GUN AND GAMES?

0391 767 432

Own a computer or console already? - why not call our fantastic computer game review line or our cheat and tips computer line - IT'S TOTALLY MEGA!!

0391 767 435 0891 767 436

HAVE A CHANCE TO "BEADLE" AROUND WITH A STATE OF THE **ART JVC ELECTRONIC** CAMCORDER



0891 767 433



WIN A CRUCIAL AMIGA 500 COMPUTER **GAMES! YOU** SIMPLY MUST CALL

0891 767 434

Just dial any of the above numbers, the more times you enter the better chance of winning!!!

Calls charged at 36p per min cheap, 48p per min peak. ACS Ltd, CA2 5ND. Competitions vary but normally last only a few minutes. Please ask permission of person who pays the bill before calling.

